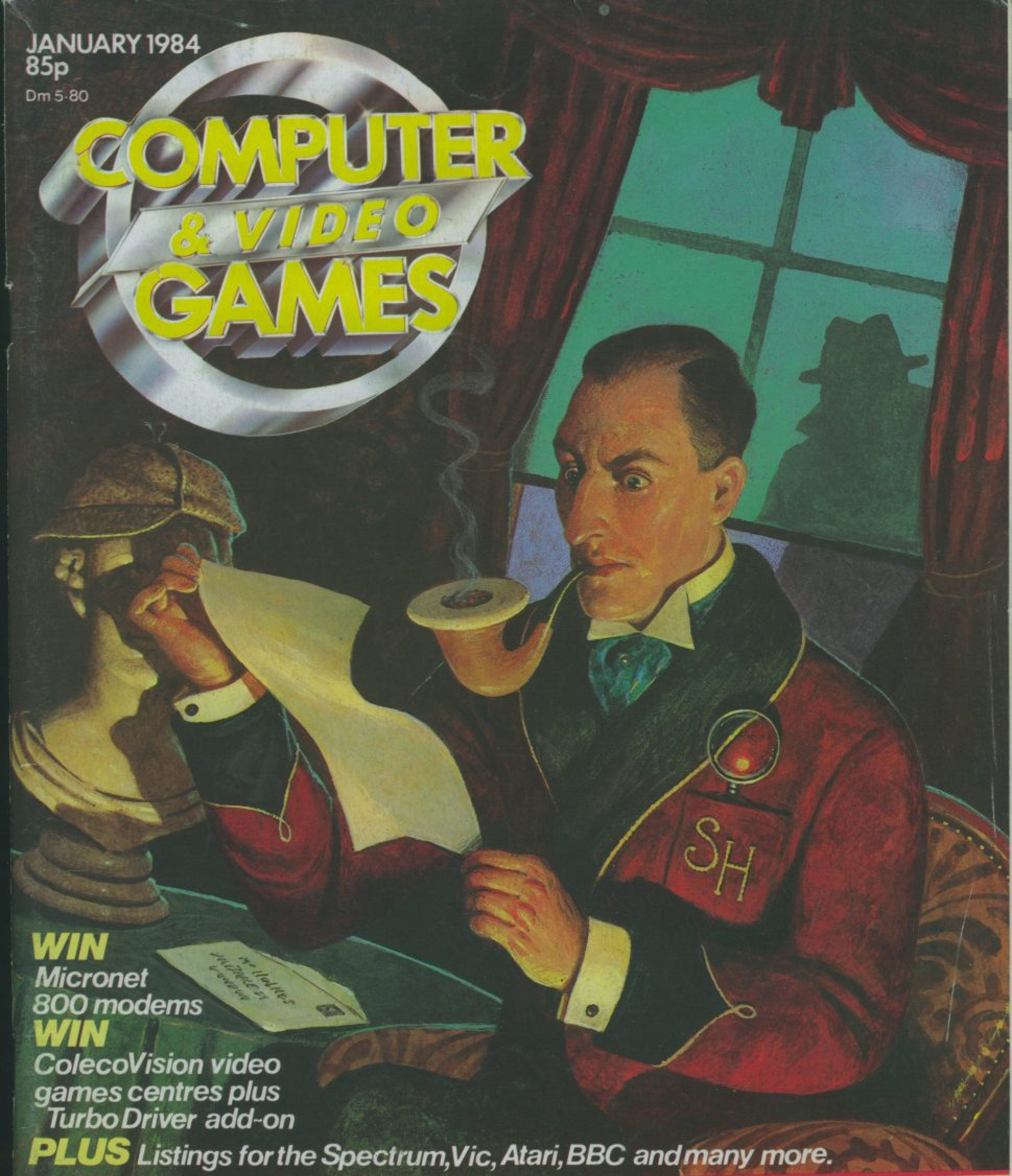
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Designer: John Hollis & Programmer Steve Hickman.

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Authors: Mark & Richard Moore.



BBC PROGRAMES

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Authors: I. Andrew & I. Rowlings.



BEEB-ART
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Author: Dave Mendes.

THE GENERATORS
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By Derek Brewster of Neptune Computing.



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GRIDRUNNER
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Author: Mike Muscoff.



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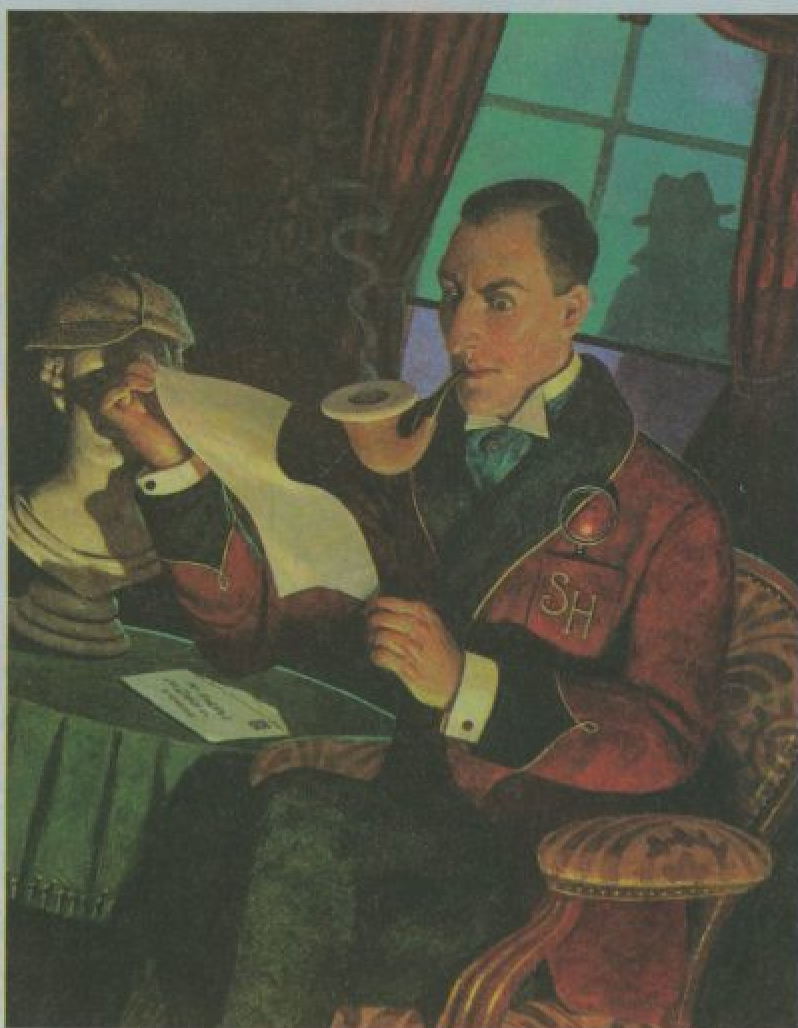
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COMPUTER & VIDEO GAMES

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JANUARY 1984 Vol III No 4

News & Reviews



Extra, extra . . .

The ever-popular computer adventure is starting to make inroads into the arcade games sales.

In recognition of the new lease of life being enjoyed by adventures we have a 28 page supplement in this magazine, devoted to Adventure.

Put together by our regular helpline experts, Keith Campbell and Simon Clarke, we have seven pages of Adventure reviews.

There's news of new Adventures shortly to be released, our regular Helpline for those in trouble with particularly knotty problems and a great competition if you can fit our 12 strange objects into our 19 peculiar locations and give us an adventure plot.

We interview Scott Adams, "Mr Adventure" in the US and Philip Mitchell, Melbourne House's Hobbit mastermind from Australia.

Listings





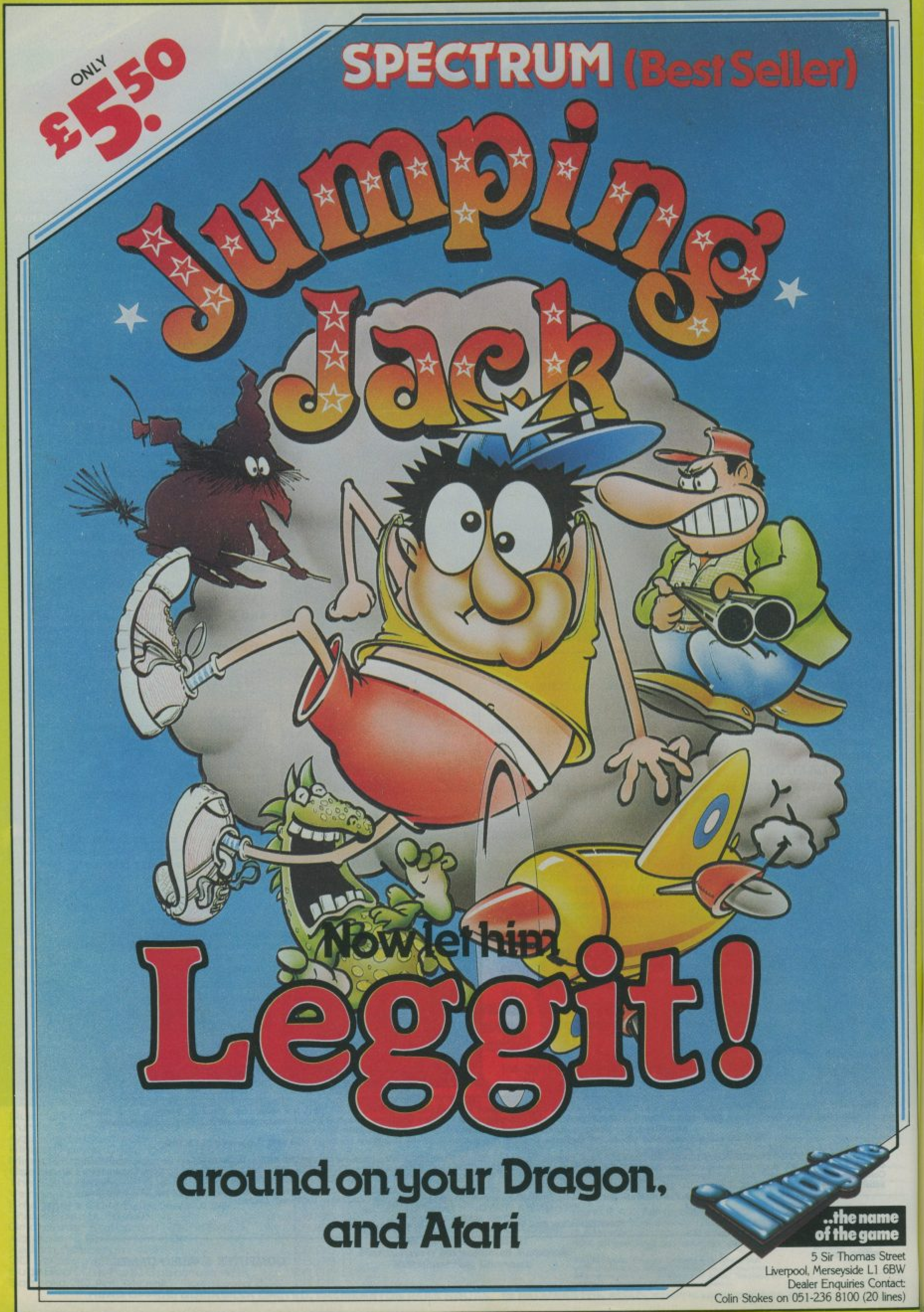


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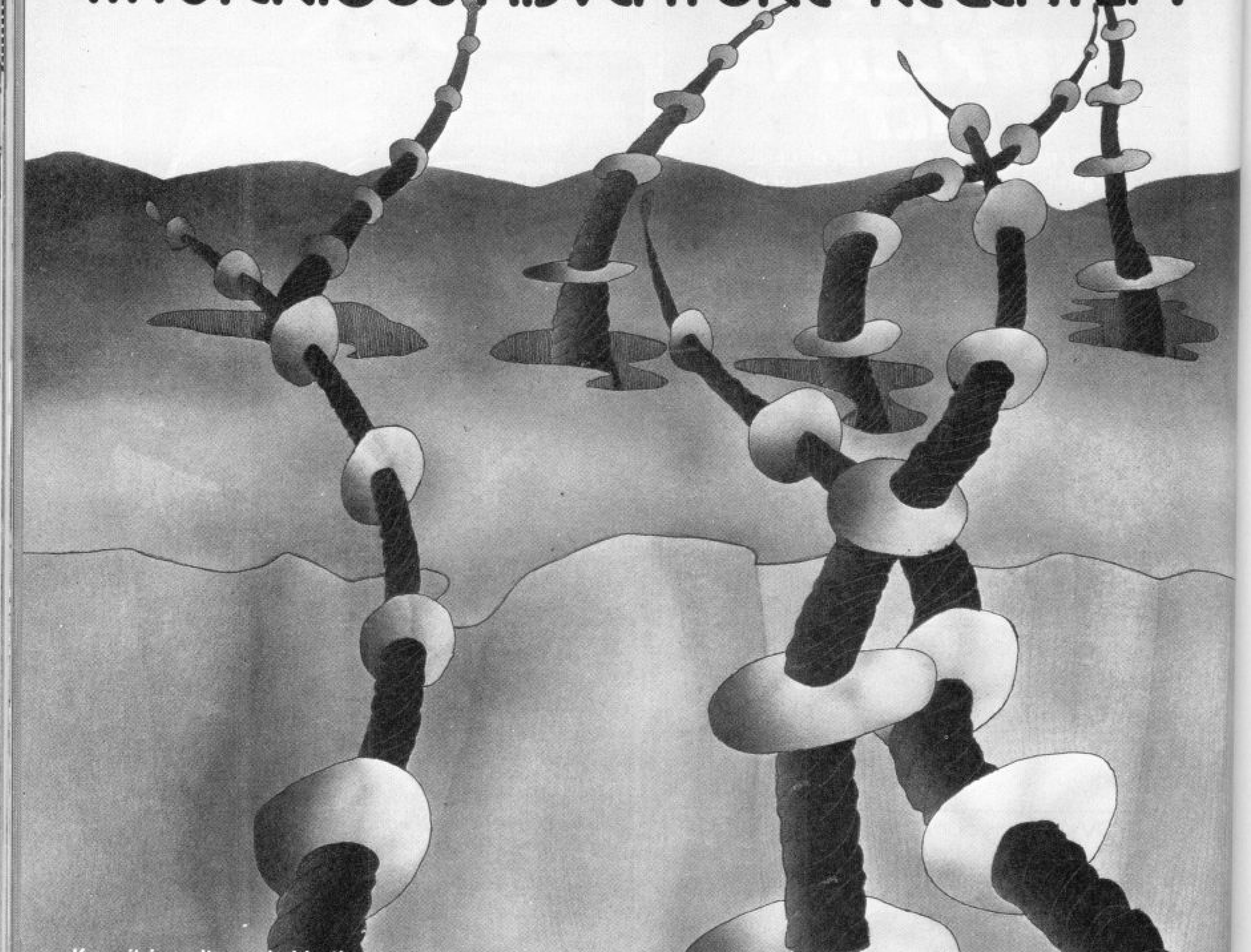
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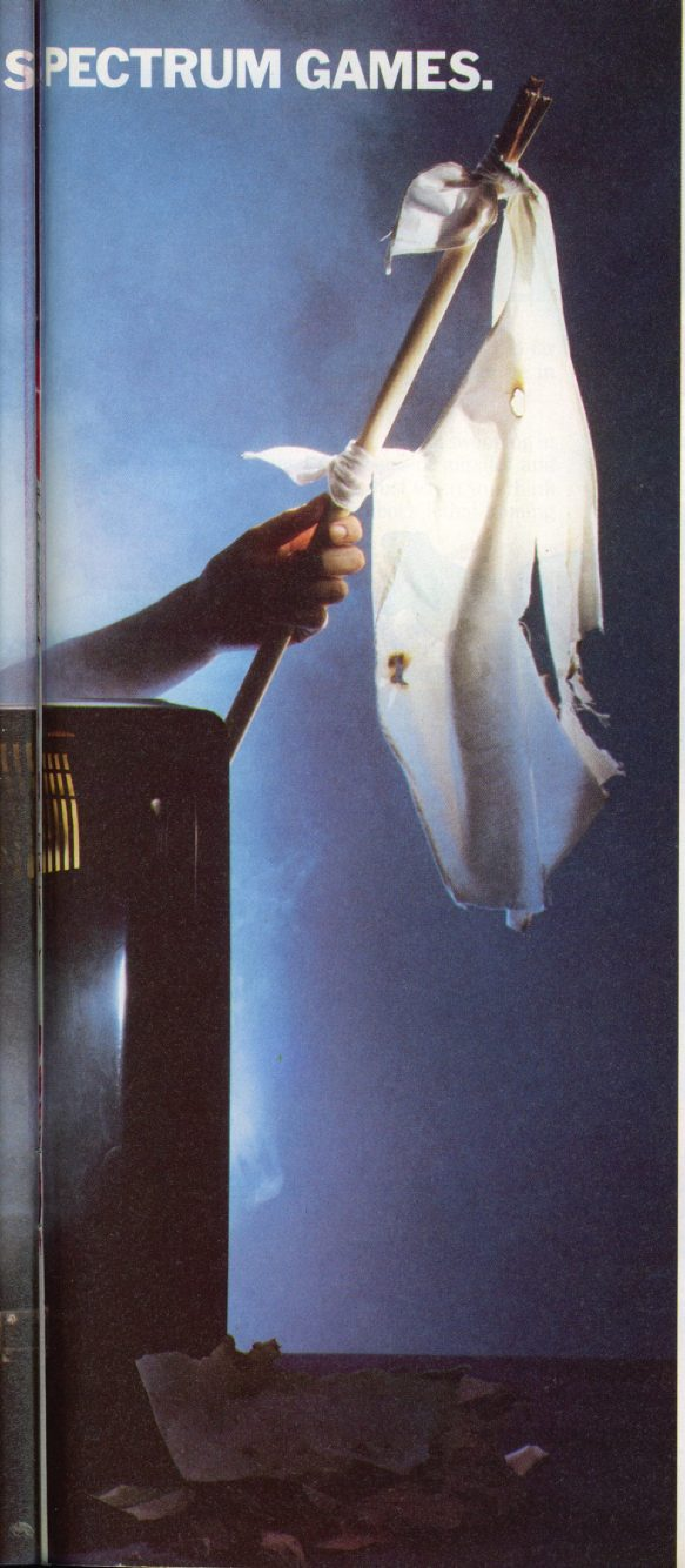
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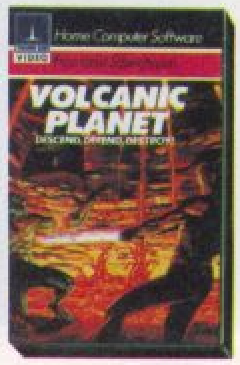
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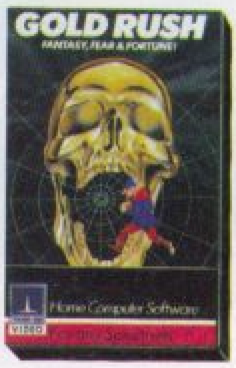
Unless you happen to be a genius, it could take forever to master them all.

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"Volcanic Planet" (on 16k) is a real scorcher. Plant a bomb on the volcanic plug in the evil Zeron underground Metropolis, and escape before red hot lava floods the city. Watch out for the Zeron's bone crushing slaves, they want to tear you apart. If your oxygen or power supplies run out, you're dead.



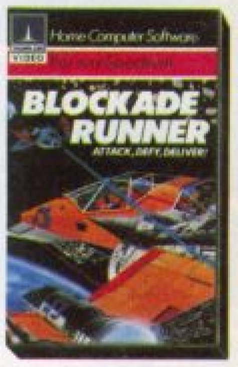
In "Road Racer" (on 16k) you'll find out if you're skilful enough to drive round a terrifying track at death defying speeds, and reach the black and white flag in one piece.



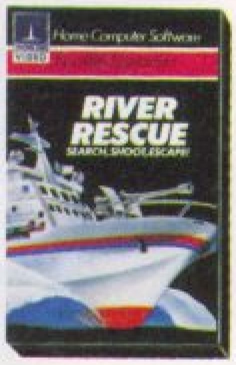
"Gold Rush" (on 16k) is no walk-over either. Underneath the eerie planet of Oron is a vast cavern full of gold and demons.

You have to get the gold and the deadly demons have to get you.

In "Blockade Runner" (on 16k) the earth is under siege and you must get life-saving supplies through.



When you've avoided the dense meteor shower, the moving laser barriers, the space mines, the tractor beam units and the alien warships, you'll be good enough to try the other 5 skill levels.

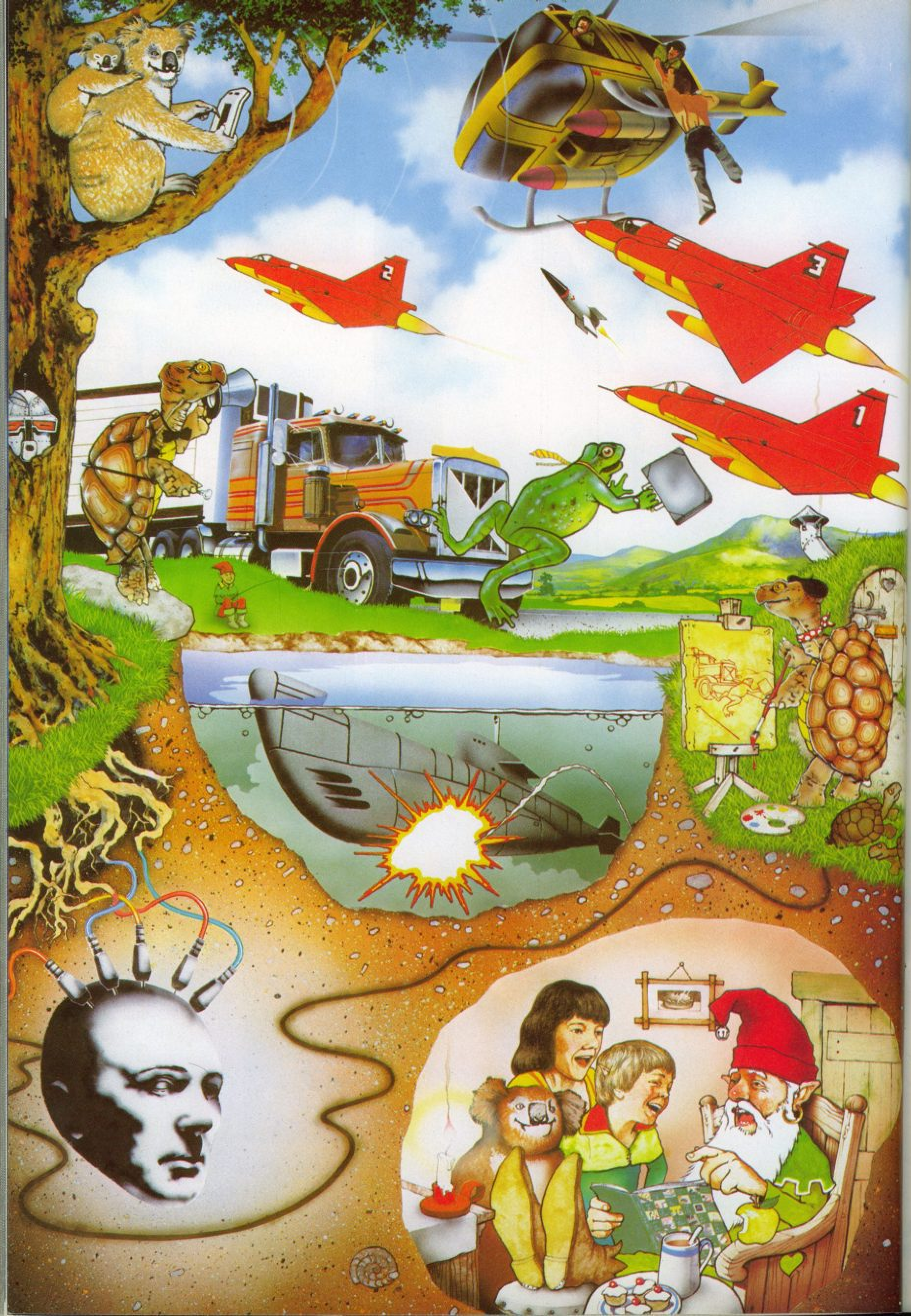


"River Rescue" (on 48k) is a runaway success on other formats. It's now available on Spectrum. You'll have to navigate the wildest and most dangerous river on earth in a powerful patrol-boat. But keep a sharp look-out for the killer crocodiles. They haven't eaten all day.

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Munch, munch, gulp. Oh, hello there! I'm Cyril the gourmet caterpillar and I just love the odd bit of fruit and veg to round off a good meal — of more fruit and veg! I'm on the look out for a tasty garden to raid. Fancy coming along for a quick bite?

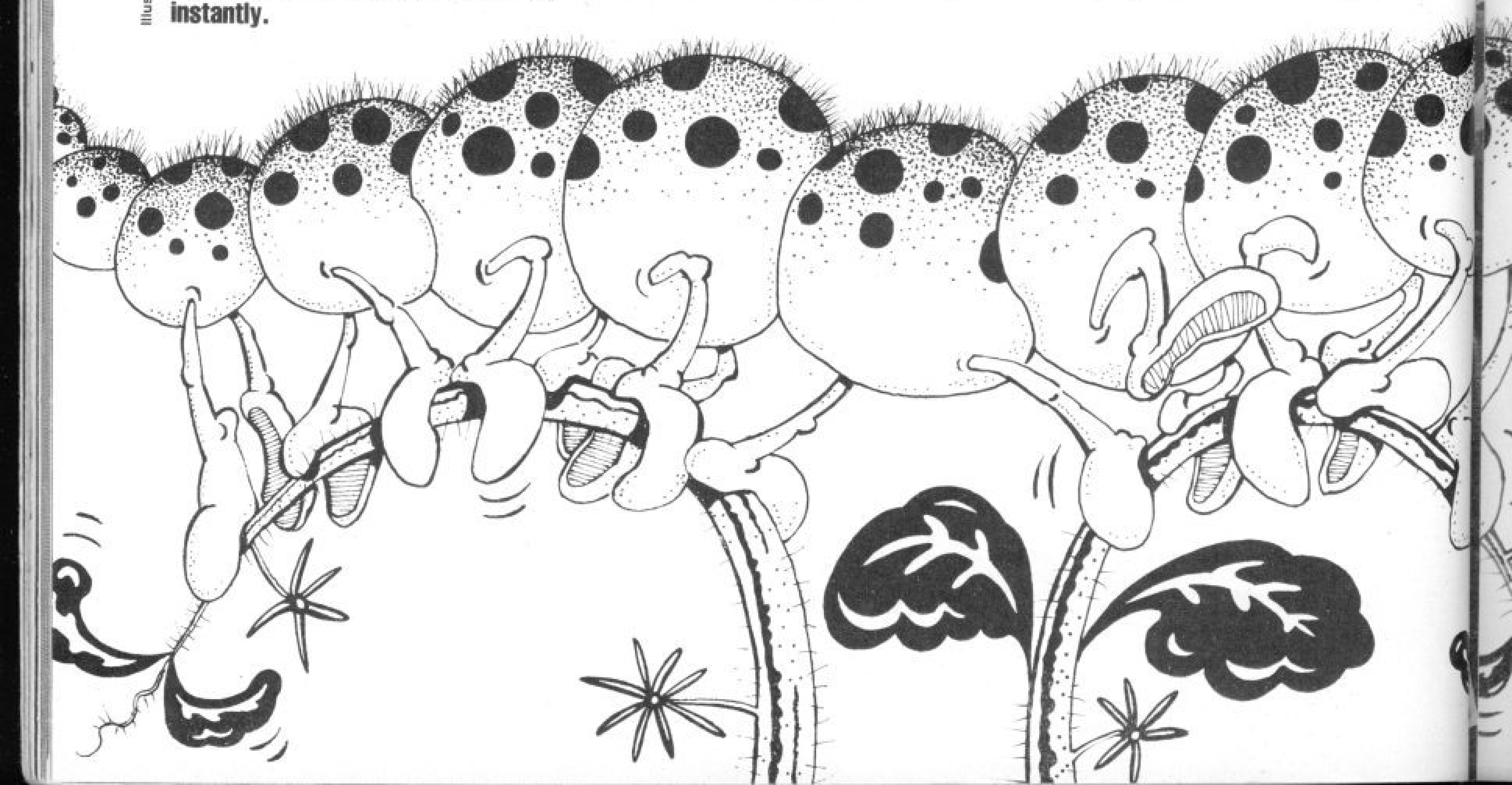
You guide Cyril the caterpillar around the vegetable patch — eating the fruit and avoiding the vegetables which appear randomly on the screen. If Cyril mistakenly eats a vegetable some of his tail falls off! Two segments for a carrot and five for a turnip. If Cyril shrinks to less than a head and one segment the game ends. Cyril can grow again by snapping up fruit — he grows by one segment each time he eats two bananas or five cherries. When Cyril has eaten 20 fruits the screen changes colour and the player gets 30 seconds at a bonus level.

Cyril must now eat vegetables and avoid the fruit! Talk about a confused caterpillar! When 30 seconds are up the game returns to normal and the game continues.

At random intervals during play the caterpillar's tail will start to burn like a fuse. The only way Cyril can save himself is to reach the medicine bottle as fast as possible and eat it to gain a 500 point bonus and put out the flame. Each segment consumed by the flame is left behind as a spark showing the player just how much Cyril has shrunk. Fortunately Cyril can eat anything while his tail is on fire — so he can gobble his way through the garden without being affected by the vegetables. Oh yes, one final hazard. If Cyril touches the sides of the screen he will die instantly.

```
900 POKE56,28:FORI=7168TO7679:POKEI,PEEK(I+25600):NEXT:I=0
910 READA:IFA=999THEN930
920 POKE7168+I,A:I=I+1:GOTO910
930 PRINT"[illegible]LOAD TURNIP TURMOIL":NEW
950 DATA36,36,126,201,219,126,36,36,24,60,231,52,60,231,52,24,0,96,220,208,208,2
20,96,0
960 DATA60,126,66,60,36,36,36,0,0,6,59,11,11,59,6,0,0,36,36,36,60,66,126,60
970 DATA192,48,24,20,82,231,231,66,144,83,36,24,127,168,36,66,1,1,3,3,5,10,246,1
20
980 DATA0,102,24,126,165,165,231,126,160,112,240,120,60,12,6,1
990 DATA60,24,60,66,129,255,126,60,126,129,188,164,188,160,129,126,999
READY.
1 REM TURNIP TURMOIL CLIFF ASHFORD PROGRAMS 5/3/83
10 POKE36869,255:DIMCX(9),CY(9):DX=0:DY=1:L=9:POKE36878,15
20 X=10:Y=11:FORI=0TO9:CX(I)=X:CY(I)=Y:Y=Y-1:NEXT:H=3
30 PRINT"[illegible]   TURNIP TURMOIL[illegible] L      ■D[illegible]@@@@@@@@@@@@@@@  "
40 PRINT"[illegible]U=UP▶▶▶▶▶▶▶▶N=DOWN▶▶▶▶▶H=LEFT▶▶▶▶▶▶J=RIGHT":PRINT"[illegible]ANY OTHER KEY TO
 PAUSEPROGRAM!"
60 PRINT"[illegible]F[illegible]=10 POINTS":PRINT"[illegible]H[illegible]=50 POINTS"
65 PRINT"[illegible]K[illegible]=500 POINTS":PRINT"[illegible]J[illegible]:LOSE 2 SEGMENTS  ■   [illegible]I[illegible]:LOSE 5 SEGMENTS"
70 PRINT"[illegible]INPUT DIFFICULTY LEVEL[illegible](1-20)":INPUTDF
75 IFDF>20ORDF<1ORDF<>INT(DF)THENRUN
80 PRINT"[illegible]HIT A KEY";:POKE198,0:WAIT198,1:POKE198,0:PRINT"[illegible]":POKE36879,157
85 FORI=1TO70-(DF*3):RX=INT(RND(1)*21):RY=INT(RND(1)*21)+1
86 POKE38400+RX+22*RY,4:POKE7680+RX+22*RY,9:NEXT
90 POKE7680+CX(0)+22*CY(0),H:FORI=1TO9:POKE7680+CX(I)+22*CY(I),1
95 POKE38400+CX(I)+22*CY(I),5:NEXT:GOSUB900
100 J=PEEK(197):IFJ=51ANDPEEK(7680+CX(0)+22*(CY(0)-1))>1THENDY=-1:DX=0:H=5:GOTO1
50
110 IFJ=28ANDPEEK(7680+CX(0)+22*(CY(0)+1))>1THENDY=1:DX=0:H=3:GOTO150
120 IFJ=43ANDPEEK(7680+CX(0)-1+22*CY(0))>1THENDX=-1:DY=0:H=4:GOTO150
130 IFJ=20ANDPEEK(7680+CX(0)+1+22*CY(0))>1THENDX=+1:DY=0:H=2:GOTO150
140 IFJ<>51ANDJ<>28ANDJ<>20ANDJ<>43ANDJ<>64THENGOSUB900
150 IFH=2ORH=4THENC2=0:GOTO160
155 C2=1
160 IFCX(0)+DX>21ORCX(0)+DX<0ORCY(0)+DY<1ORCY(0)+DY>22THENGOTO800
170 IFRND(1)<.4ANDSP=0THENGOSUB300
180 IFPEEK(7680+CX(0)+DX+22*(CY(0)+DY))<>32THENGOSUB500:PRINT"[illegible]"SC
190 IFBT=20THENBT=0:TR=2:TI$="000000":POKE36879,237
192 IFTR=2ANDVAL(TI$)>30THENTR=0:POKE36879,157:PRINT"[illegible]"TAB(10)"           "
199 IFL<1THEN800
200 POKE7680+CX(L)+22*CY(L),32:FORI=LTO1STEP-1:CX(I)=CX(I-1):CY(I)=CY(I-1):NEXT
210 CX(0)=CX(0)+DX:CY(0)=CY(0)+DY:POKE7680+CX(1)+22*CY(1),C2:POKE38400+CX(1)+22*
CY(1),5
220 POKE38400+CX(0)+22*CY(0),0:POKE7680+CX(0)+22*CY(0),H
230 IFS=1THENGOSUB400:S=0
240 IFS=2THENGOSUB410:S=0
245 IFSP=0ANDTR<2ANDRND(1)>.993THENSP=1
250 IFSP=1THENPO=INT(RND(1)*461)+7702:POKEPO,11:POKEPO+30720,1:POKE36877,251:SP=
2
255 IFSP=2THENPOKE7680+CX(L)+22*CY(L),7:POKE38400+CX(L)+22*CY(L),1:W=W+.1:IFW>1T
HENL=L-W:W=0
260 GOTO100
300 X=INT(RND(1)*22):Y=INT(RND(1)*22)+1
310 IFPEEK(7680+X+22*Y)<>32THEN300
320 IFX>CX(0)-3ANDX<CX(0)+3ANDY>CY(0)-3ANDY<CY(0)+3THEN300
330 R=RND(1):IFR<.2THENSH=6:CO=2
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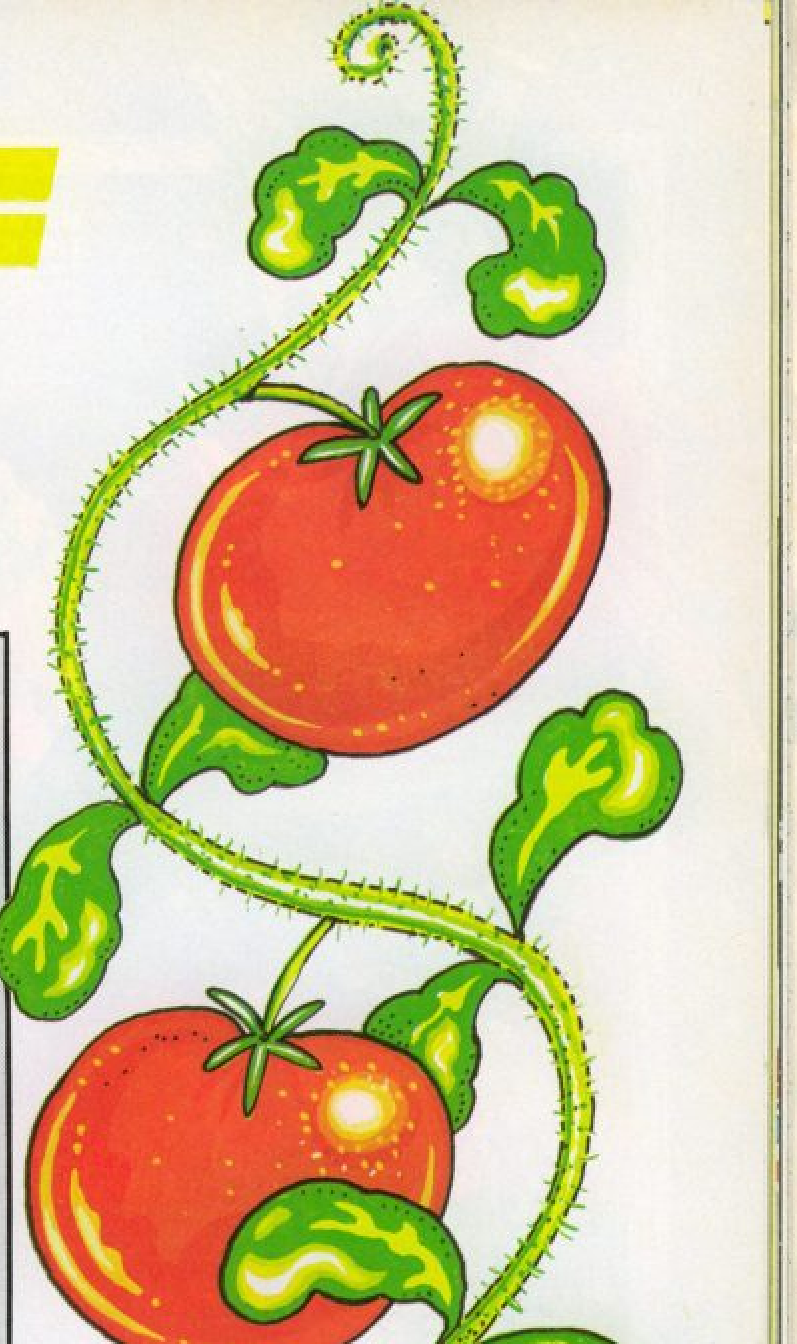
Illustration: Dorian Cross



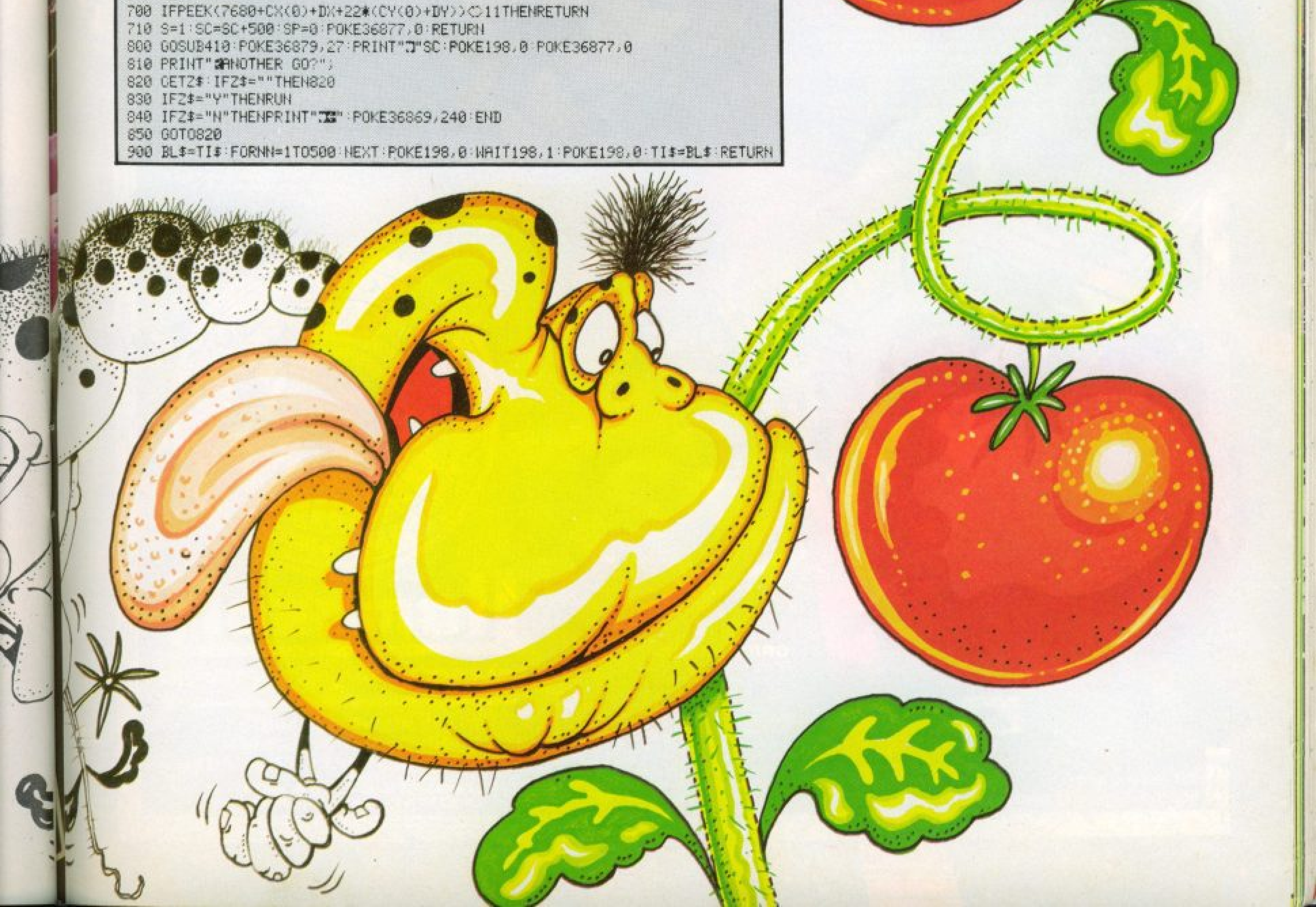
BY CLIFF ASHFORD

RUNS ON A VIC-20 IN 3.5K

TURNIP TURMOIL



```
340 IFR>.1ANDR<.4THENSH=10:CO=2
350 IFR>.3ANDR<.5THENSH=8:CO=7
360 IFR>.4ANDR<.6THENSH=9:CO=4
365 IFR>.5THENRETURN
370 POKE38400+X+22*Y,CO:POKE7680+X+22*Y,SH:RETURN
400 FORI=130TO200STEP5:POKE36876,I:NEXT:POKE36876,0:RETURN
410 FORI=120TO200STEP2:POKE36877,I:NEXT:POKE36877,0:RETURN
500 IFTR=2THEN600
505 IFSP<>0THEN700
510 CH=PEEK(7680+CX(0)+DX+22*(CY(0)+DY))
520 IFCH=6THENSC=SC+10:P=P+.1:BT=BT+1:S=1
530 IFCH=8THENSC=SC+50:P=P+.5:BT=BT+1:S=1
540 IFCH=10ORCH<6THENL=L-2:S=2
545 IFP=>1THENL=L+INT(P):P=P-1
550 IFCH=9THENL=L-5:S=2
560 IFL<=0THEN800
565 IFL>9THENL=9
570 RETURN
600 CH=PEEK(7680+CX(0)+DX+22*(CY(0)+DY))
620 IFCH=10THENSC=SC+10:P=P+.1:S=1
630 IFCH=9THENSC=SC+50:P=P+.5:S=1
640 IFCH=6ORCH<6THENL=L-2:S=2
645 IFP=>1THENL=L+INT(P):P=P-1
650 IFCH=8THENL=L-5:S=2
660 IFL<0THEN800
665 IFL>9THENL=9
670 RETURN
700 IFPEEK(7680+CX(0)+DX+22*(CY(0)+DY))<>11THENRETURN
710 S=1:SC=SC+500:SP=0:POKE36877,0:RETURN
800 GOSUB410:POKE36879,27:PRINT"J"SC:POKE198,0:POKE36877,0
810 PRINT"▒ANOTHER GO?";
820 GETZ$:IFZ$=""THEN820
830 IFZ$="Y"THENRUN
840 IFZ$="N"THENPRINT"▒▒":POKE36869,240:END
850 GOTO820
900 BL$=TI$:FORNN=1TO500:NEXT:POKE198,0:WAIT198,1:POKE198,0:TI$=BL$:RETURN
```





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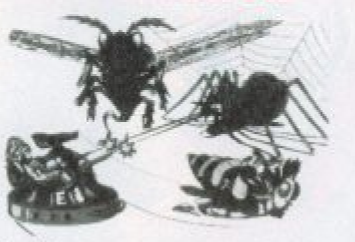
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SPARTAN SOFTWARE,
CVG, 9 Cotswold Terrace, Chipping Norton, Oxon.

An alien armada of heavily armed starships hangs in Earth's atmosphere, awaiting the order to unleash their awesome power to destroy the planet! All Earth's defences have been destroyed in a cataclysmic war.

Now all the survivors of the war are attempting to flee the doomed Earth in shuttle craft, their destination the last remaining well defended Earth space station. The shuttles are protected by a device which jams all the aliens scanners — so they will be invisible to alien eyes. But the pilots still have to be skilful enough to guide the shuttles between the alien attackers ringing the planet. Can you steer the shuttles to safety?

Control keys: 5—move left, 8—move right, 6—hover. You get 100 points for each successful escape and lose 50 points each time you crash.

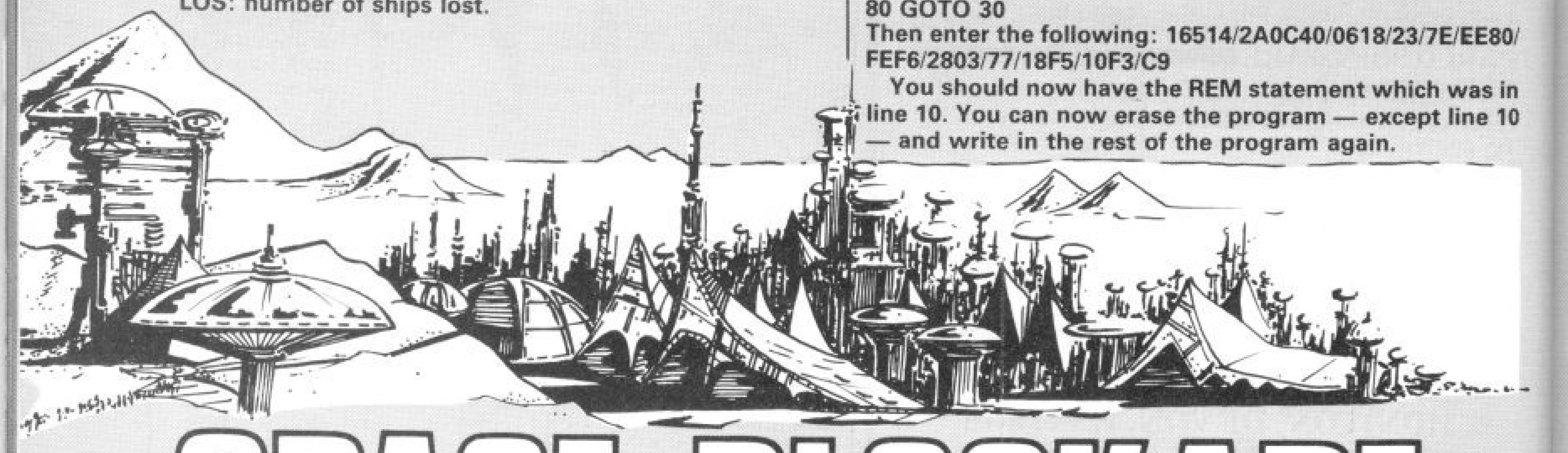
Variables:
MAX: maximum score.
ES: number of ships escaped.
LOS: number of ships lost.
UNL: number of unlaunched ships.
W, X, Y, Z, R, S, T: position of invaders.
Q: position of earth shuttle in display file.
P: direction of invaders (P = −1 to move left, P= +1 to move right)
LO: peek to see if earth shuttle has crashed. SC: score.

To test the machine code — write lines 10 and 15 first and then RUN. If the screen has not inverted then the program could have crashed. If this is so, start again with the following hex loader.

```
10 REM (30 M's)
16 INPUT X
20 LET A$= " "
30 IF A$ = " " THEN INPUT A$
40 IF A$ = "S" THEN STOP
50 POKE X, 16*CODE A$+CODE A$(2) — 476
60 LET X =X+1
70 LET A$=A$(3 TO)
80 GOTO 30
```

Then enter the following: 16514/2A0C40/0618/23/7E/EE80/FEF6/2803/77/18F5/10F3/C9

You should now have the REM statement which was in line 10. You can now erase the program — except line 10 — and write in the rest of the program again.



SPACE BLOCKADE

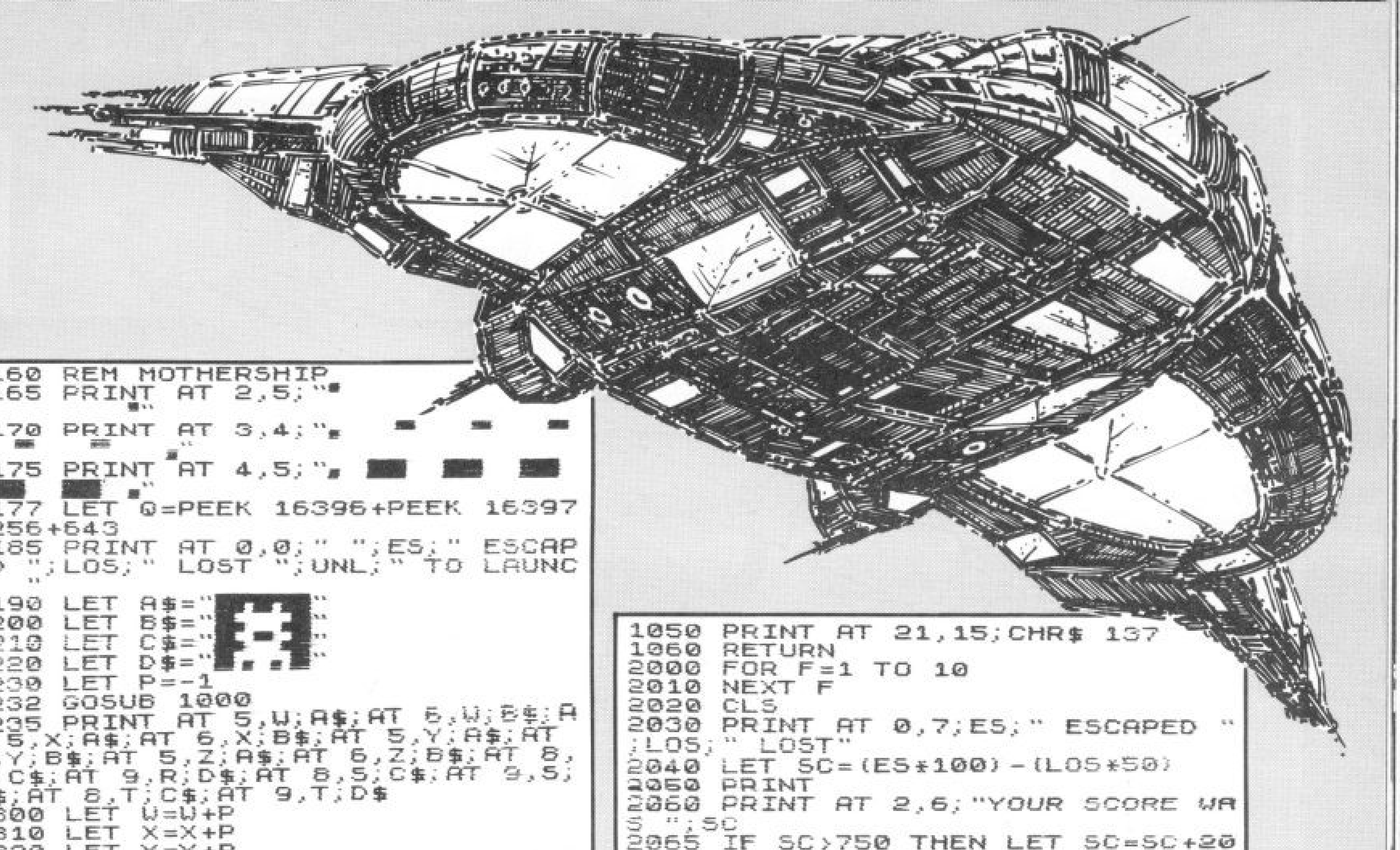
```
  10 REM E£RND▞/7▀?/ PRINT ( NEXT TAN 00000000000000000000000000000000000000000000000000000000000000000000000000000000000000
  12 LET MAX=000
  15 RAND USR 16514
  20 LET ES=0
```

```
  30 LET LOS=0
  40 LET UNL=10
  50 LET W=3
  60 LET X=9
  70 LET Y=15
  80 LET Z=21
  90 LET R=6
 100 LET S=12
 110 LET T=18
 120 LET O=0
 140 REM LAUNCHING STATION
 145 PRINT AT 19,0;"▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀"
 150 PRINT AT 20,0;"████████████████████████████████"
 155 PRINT AT 21,0;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"
```

BY SIMON GREGORY

RUNS ON A ZX81 IN 16K





```
 160 REM MOTHERSHIP
 165 PRINT AT 2,5;"▘
      ▘"
 170 PRINT AT 3,4;"▖  ▀  ▀  ▀
  ▀  ▀   "
 175 PRINT AT 4,5;"▖ ██ ██ ██
 ██  ██ ▖"
 177 LET Q=PEEK 16396+PEEK 16397
*256+643
 185 PRINT AT 0,0;" ";ES;" ESCAP
ED ";LOS;" LOST ";UNL;" TO LAUNC
H  "
 190 LET A$="▛█▜"
 200 LET B$="▞▀▚"
 210 LET C$="▛▀▜"
 220 LET D$="▀▘▀"
 230 LET P=-1
 232 GOSUB 1000
 235 PRINT AT 5,W;A$;AT 6,W;B$;A
T 5,X;A$;AT 6,X;B$;AT 5,Y;A$;AT
6,Y;B$;AT 5,Z;A$;AT 6,Z;B$;AT 8,
R;C$;AT 9,R;D$;AT 8,S;C$;AT 9,S;
D$;AT 8,T;C$;AT 9,T;D$
 300 LET W=W+P
 310 LET X=X+P
 320 LET Y=Y+P
 330 LET Z=Z+P
 340 LET R=R+P
 350 LET S=S+P
 360 LET T=T+P
 365 IF Z=26 THEN LET O=1
 370 IF O=1 THEN LET P=-1
 375 IF W=1 THEN LET O=0
 380 IF O=0 THEN LET P=1
 400 IF INKEY$<>"8" THEN GOTO 41
0
 402 POKE Q,128
 404 LET Q=Q+1
 406 POKE Q,166
 410 IF INKEY$<>"5" THEN GOTO 42
0
 412 POKE Q,128
 414 LET Q=Q-1
 416 POKE Q,166
 420 IF INKEY$<>"6" THEN GOTO 43
0
 422 POKE Q,166
 425 GOTO 235
 430 POKE Q,128
 432 LET Q=Q-33
 434 POKE Q,166
 436 LET LO=PEEK (Q-33)
 438 IF LO=128 THEN GOTO 235
 439 IF LO=1 OR LO=2 THEN GOSUB
4000
 440 IF LO<>128 AND LO<>1 AND LO
<>2 THEN GOSUB 3000
 445 IF UNL=0 THEN GOTO 2000
 450 GOTO 177
 500 STOP
1000 PRINT AT 20,15;"▓";AT 21,15
;"▓";AT 20,15;"▓"
1010 POKE Q,166
1020 PRINT AT 20,4;"PRESS L";AT
20,19;"FOR LAUNCH"
1030 IF INKEY$<>"L" THEN GOTO 10
30
1040 PRINT AT 20,4;"
                    "
1045 LET UNL=UNL-1
1047 PRINT AT 0,0;" ";ES;" ESCAP
ED ";LOS;" LOST ";UNL;" TO LAUNC
H  "
1050 PRINT AT 21,15;CHR$ 137
1060 RETURN
2000 FOR F=1 TO 10
2010 NEXT F
2020 CLS
2030 PRINT AT 0,7;ES;" ESCAPED "
;LOS;" LOST"
2040 LET SC=(ES*100)-(LOS*50)
2050 PRINT
2060 PRINT AT 2,6;"YOUR SCORE WA
S ";SC
2065 IF SC>750 THEN LET SC=SC+20
0
2067 IF SC>750 THEN PRINT AT 4,6
;"+ 200 BONUS POINTS"
2070 IF SC>MAX THEN GOTO 2100
2080 PRINT AT 10,7;"HI SCORE:";M
AX;"-";I$
2081 FOR F=1 TO 100
2082 NEXT F
2083 CLS
2084 PRINT AT 0,0;"       YOURS
  HI SCORE  "
2085 PRINT AT 1,0;"          ";SC;A
T 1,16;MAX;"-";I$
2090 PRINT AT 12,6;"ANOTHER GAME
(Y/N)?"
2092 IF INKEY$<>"Y" AND INKEY$<>
"N" THEN GOTO 2092
2093 IF INKEY$="N" THEN STOP
2094 CLS
2096 GOTO 15
2100 LET MAX=SC
2102 PRINT AT 10,2;"YOU HAVE THE
 MOST POINTS:";MAX
2105 PRINT AT 11,4;"INPUT YOUR I
NITIALS"
2110 INPUT I$
2120 IF LEN I$<>2 THEN GOTO 2110
2130 CLS
2140 PRINT AT 9,6;"HI SCORE:";MA
X;"-";I$
2150 IF INKEY$<>"S" THEN GOTO 21
50
2155 CLS
2160 GOTO 15
3000 REM EXPLOSION
3010 FOR F=1 TO 6
3020 RAND USR 16514
3030 NEXT F
3040 POKE Q,128
3050 LET LOS=LOS+1
3070 IF UNL>0 THEN GOTO 177
3080 GOSUB 2000
4000 REM SAFETY
4010 POKE Q,165
4020 LET ES=ES+1
4030 PRINT AT 0,0;" ";ES;" ESCAP
ED ";LOS;" LOST ";UNL;" TO LAUNC
H  "
4040 RETURN
4999 STOP
5000 REM LOADER
5010 INPUT K
5020 LET A$=""
5030 IF A$="" THEN INPUT A$
5040 IF A$="S" THEN STOP
5050 POKE K,16*CODE A$+CODE A$(2
)-476
5060 LET K=K+1
5070 LET A$=A$(3 TO )
5080 GOTO 5030
```

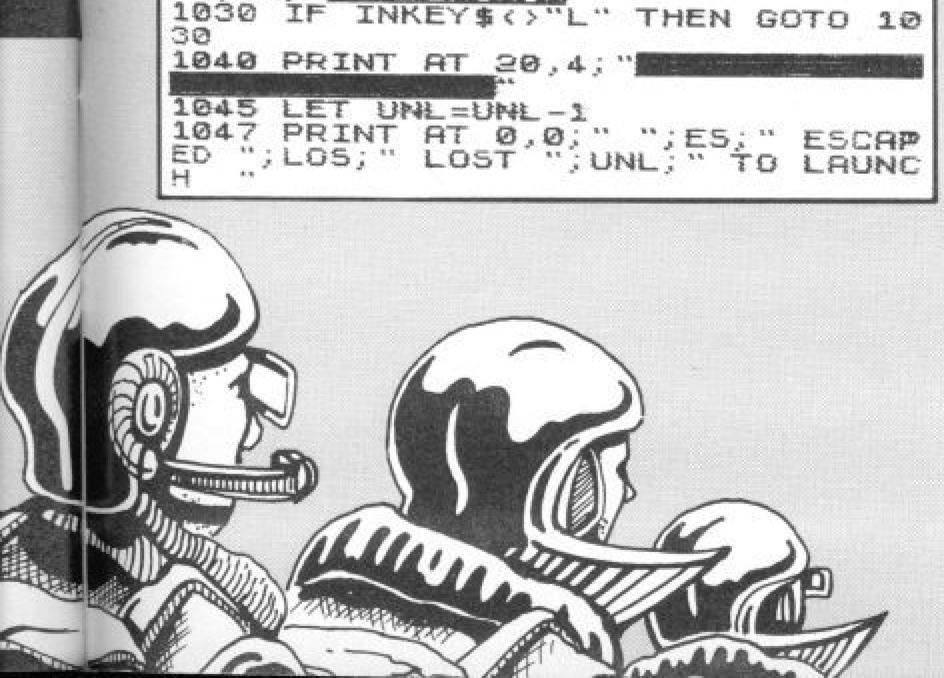


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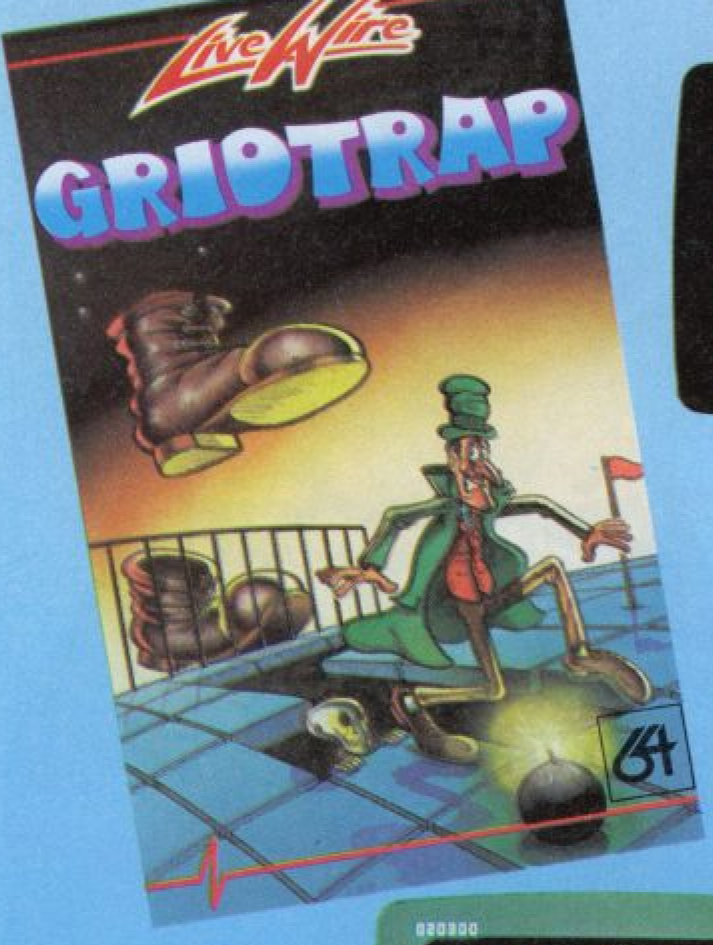
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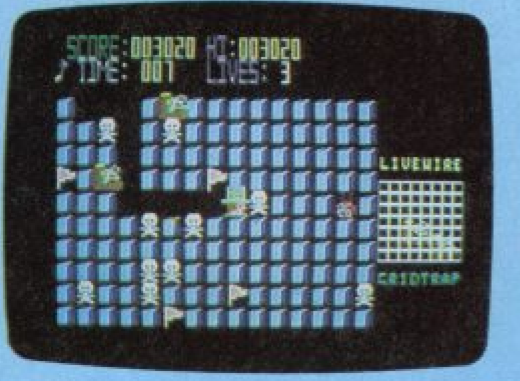
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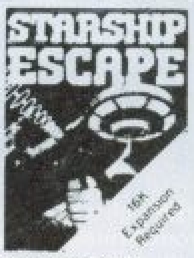
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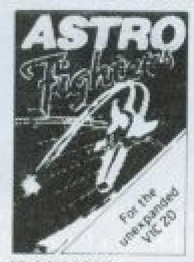
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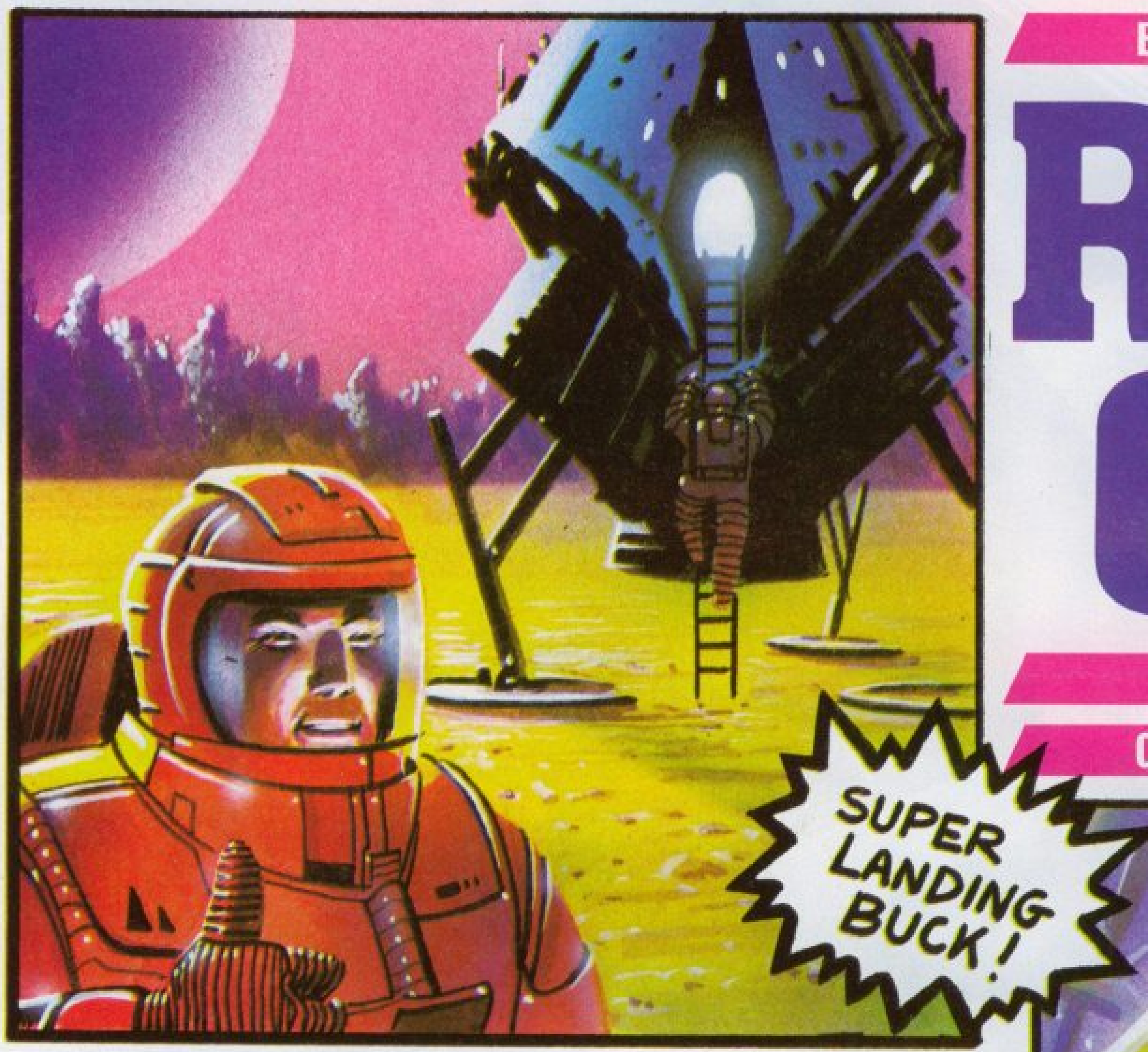
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BY JEFF MINTER

ROX 64

RUNS ON A

COMMODORE 64



```
9 REM ***BLACK SCREEN+ LIMIT MEMORY***
10 POKE53280,0:POKE53281,0:POKE56,48:CLR
19 REM***SPRITE BASES***
20 FORX=0TO6:S(X)=192+X:NEXT X:V=53248
25 DIMSC$(10),SC(10):FORX=1TO10:SC$(X)="***ROX 64***":SC(X)=0:NEXT X
30 FORX=S(0)*64TOS(6)*64+64:POKEX,0:NEXTX
35 REM***MOTHERSHIP***
36 FORX=0TO50:READA:POKES(1)*64+6+X,A:NEXT X:POKE2041,S(1)
37 DATA64,20,1,16,170,4,11,255,224,21,85,88,148,0,22,144,0,6,144,0,6,144,0,6
38 DATA144,0,6,144,0,6,159,255,246,4,0,16,4,0,16,16,0,4,16,0,4,64,0,1,64,0,1
39 REM***DEFINE SPRITE #0***
40 FORX=0TO7:READA:POKES(0)*64+25+X*3,A:NEXT X
45 DATA24,62,124,255,254,126,94,8
49 REM***SPRITE #1***
50 FORX=0TO56:READA:POKES(6)*64+X,A:NEXT X:POKE2046,S(6)
55 DATA2,0,0,2,0,0,2,0,0,20,0,0,8,16,0,20,255,0,226,0,128,4,124,64
56 DATA5,66,64,4,66,64,2,66,128,1,67,0,2,254,128,4,56,64,8,40,32,16,56,16
57 DATA16,40,16,16,56,16,56,40,56
59 REM***SPRITE #2***
60 FORX=0TO7:READA:POKES(2)*64+25+X*3,A:NEXT X:POKE2042,S(2)
65 DATA192,224,118,56,24,20,2,0
67 FORX=0TO9:READG(X):NEXT X:DATA160,227,247,248,98,121,111,100,32,32
69 REM***SPRITE #3***
70 FORX=0TO7:READA:POKES(3)*64+25+X*3,A:NEXT X:POKE2043,S(3)
75 DATA8,20,28,28,28,28,42,8
79 REM***SPRITE #4***
80 FORX=0TO7:READA:POKES(4)*64+25+X*3,A:NEXT X:POKE2044,S(4)
85 DATA3,7,14,60,24,40,64,0
86 REM***EXPLOSION SPRITE***
87 FORX=0TO7:READA:POKES(5)*64+25+X*3,A:NEXT X:POKE2045,S(5)
88 DATA66,0,4,32,0,34,128,16
89 REM***SOUND REGISTERS***
90 VO=54296:WA=54276:AT=54277:H=54273:LO=54272:PH=54275:PL=54274:SU=54278
95 POKEVO,15:FI=0:A$="":KEY=197:POKEAT+14,32:POKESU+14,255
98 FORX=WATOWA+14STEP7:POKEX,17:POKEX,0:NEXT
99 REM***PRINT UP PLANET***
100 GOSUB20000:PRINT"":FORX=1TO18:PRINT"";:NEXT
110 PRINT"";
120 PRINT"";
130 PRINT"LUNAR EVA MODULE #5... LANDING SITE SCAN";
135 FORX=0TO30:POKE1104+RND(1)*600,46:NEXT:DA=25:PA=3:NH=0:PT=0
140 V=53248:CO=7:POKE2040,S(0):POKEV+16,0:POKEV+45,3:POKEV+21,127:AW=1
```

Program notes

The program is written entirely in Basic and shows how easy it is to use the sprite and sound synthesis features of the Commodore 64.

The program contains comment lines which may be excluded. Please note that if a reversed-graphic symbol appears within a PRINT statement, it is either a CONTROL or COLOUR code.

The first print statement at line 5080 and the apparently empty string on line 7506 both contain the colour code generated by holding down the "Commodore" key and pressing "3". This code shows up on the screen, but does not show if listed on a Vic printer.

Illustration: John Higgins

```
160 GOSUB5000:DF=5:CO=8:GOSUB7500
170 FORX=V+41TOV+43:POKEX,5:NEXT
180 POKEV+44,1
190 DF=DF+2:ROX=11:CO=CO-1
199 REM***ROCK INITIALISE***
200 SX=180:SY=10:POKEV,SX:POKEV+1,SY:POKEV+39,CO:HI=0:ROX=ROX-1:IFROX=0THEN8000
210 XO=RND(1):IFRND(1)<.5THENXO=-XO
220 YO=.5:S=DF:IFS>20THENS=20
230 POKEWA,129:POKEH,200:POKELO,255:POKEVO,1:POKEV+30,0:POKEV+16,0
299 REM***MAIN MOTION LOOP***
300 SX=SX+XO*(S/3):SY=SY+YO*S
305 IFSX>255ANDHI=0THENHI=1:POKEV+16,PEEK(V+16)+1:SX=0
310 POKEV,SX:POKEV+1,SY:IFSY>190THEN1000
315 IFFITHENGOSUB6000:IFERTHEN7000
320 S=S+.3:IFS>20THENS=20
330 POKEVO,S/2
340 IF(PEEK(V+30)AND65)=65THEN10000
400 P=PEEK(KEY):IFP<>64THEN3000
410 IF FITHENGOSUB6000:IFERTHEN7000
500 GOTO300
999 REM***DO IMPACT SURFACE***
1000 T=SX+256*HI:SP=INT(T/8)-2:POKEV,0:POKEV+1,0:POKEV+16,0:POKEVO,15:POKEH,1
1010 POKEWA+14,0:FI=0:POKERY,0:FORZ=1TORND(1)*4:DA=DA-1:IFDA=0THEN12000
1016 GOSUB7500
1020 FORX=1TO10:POKEV+17,26:FORD=1TO10:NEXT:POKEV+17,27:POKEVO,15-(X/2)
1030 FORD=1TO10:NEXTD,X
1040 Q=1784+SP:P=PEEK(Q):IFP=32THENQ=1824+SP:P=PEEK(Q):POKEWA,0
1050 GR=0:FORX=0TO9:IFP=G(X)THENGR=X:X=10
```







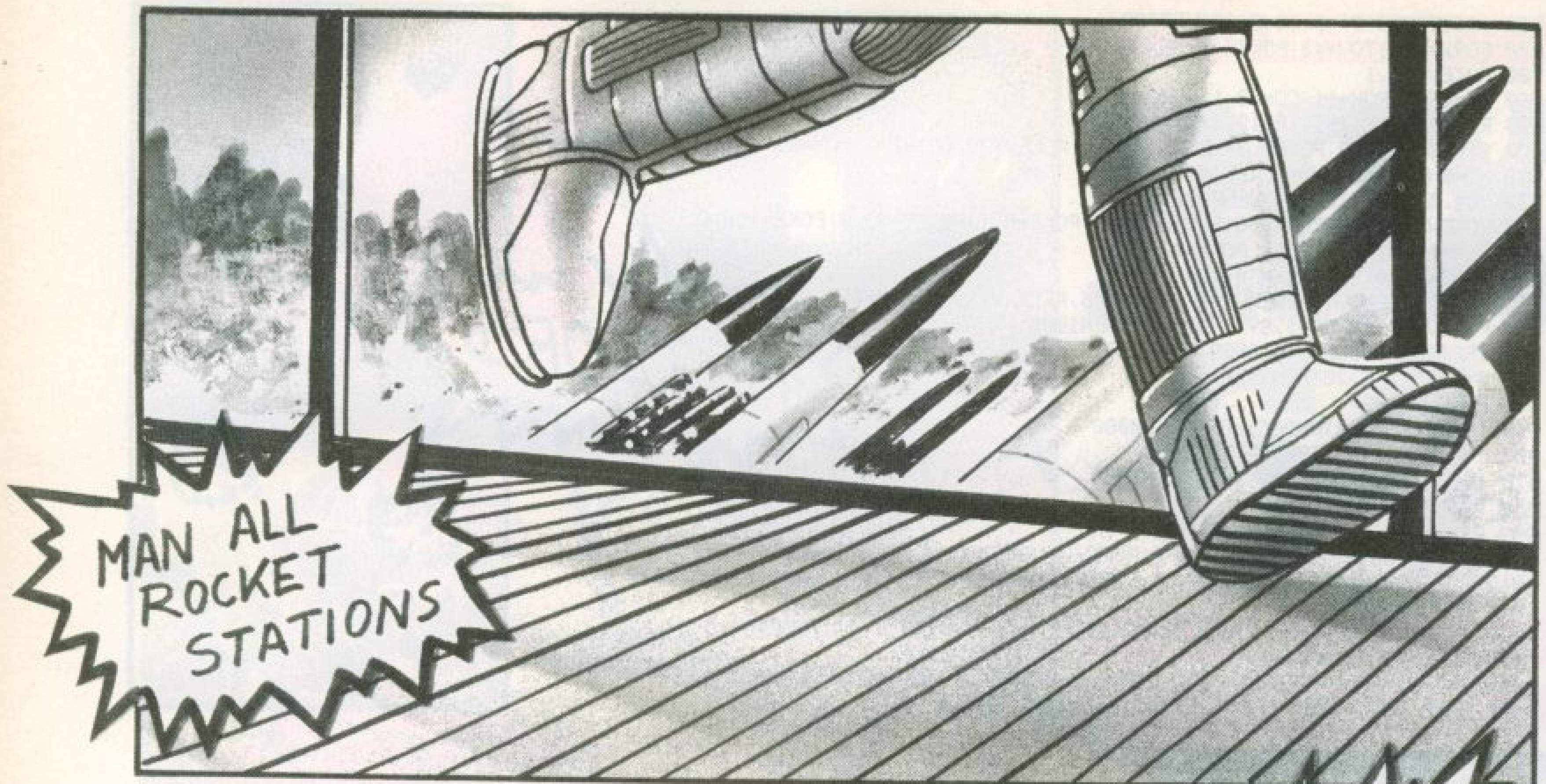
```
1060 NEXT X:POKEQ,G(GR+1):NEXT Z
1100 GOTO200
2999 REM***ACTION FOR KEYS***
3000 IFFITHEN4000
3005 IFP<>31ANDP<>28ANDP<>39THEN4000
3010 IFP<>31THEN3100
3020 MX=164:MY=170:RX=V+4:RY=V+5:XC=-1:N=4:GOTO3500
3100 IFP<>28THEN3200
3110 MX=164:MY=170:RX=V+6:RY=V+7:XC=0:N=8:GOTO3500
3200 IFP<>39THEN4000
3210 MX=164:MY=170:RX=V+8:RY=V+9:XC=1:N=16
3500 FORX=V+4TOV+9:POKEX,0:NEXT:POKERX,MX:POKERY,MY:H2=0:N=N+1
3505 POKEWA+14,129:POKEH+14,255-MY
3510 FI=1:GOTO410
4000 IFP=10THEN4500
4002 IFP=41THEN4700
4005 IFP<>60ORPA=0THEN410
4006 PA=PA-1:POKEWA,19:POKEVO,15:MX=SX:MY=SY
4010 FORX=1TO30:POKE53281,3:POKEH,29:POKE53281,0:POKEH,200:NEXT:GOSUB7500
4020 GOTO7000
4499 REM***ABORT MISSION***
4500 POKEV+21,64:POKEWA,129:POKEWA+7,0:POKEWA+14,0:POKEVO,0
4505 PRINT"■***  M I S S I O N    A B O R T E D ***"
4510 FORX=1TO15STEP.3:POKEVO,X:YY=YY-.05*X:POKEV+13,YY:NEXT X
4520 POKEWA,17:POKEWA+7,17:POKEH,32:POKEH+7,33:POKELO,YY:POKELO+7,YY+10
4530 YY=YY-.75:POKEV+13,YY:POKEH,255-YY:POKEH+7,249-YY:IFYY>6THEN4530
4540 GOTO11000
4699 REM***PAUSE FEATURE***
4700 PRINT"■    *** PAUSE MODE - 'P' TO RESTART ***"
```

The planet looked peaceful as the exploration team climbed slowly down from EXPO-32, part of the survey fleet sent out to explore far flung sectors of the galaxy. The equipment was quickly set up and the various experiments began. Suddenly the peaceful scene was shattered by a warning alarm from the spacecraft. Meteors! A huge shower heading directly for the exploration team. Will the explorers manage to fight off the rock shower and survive until the mother-ship comes to their aid? Play on!

The meteors come in waves — 10 meteors to each wave. If you survive six waves, the mother-ship appears and collects the exploration team — departing impressively! You can only have one rocket on screen at a time. The "V" key fires a rocket angled toward the left, the "N" key fires rockets to the right, the "B" key fires one rocket vertically. You are also armed with three PANIC destructors which destroy rocks anywhere on the screen. These are activated by pressing the Space key. You may abort your mission by pressing "A" — but use this only as a last resort when destruction is inevitable.

Scoring: You get 100 × the wave number for shooting a meteor, a bonus at the end of each wave, a 5000 bonus for not being blown up, a 5000 bonus for being picked up by the mother-ship and an accuracy bonus depending on the number of rocks destroyed. The top ten scorers are featured in a Hall of Fame.








```
4705 POKE53281,1:IFPEEK(KEY)<>64THEN4700
4710 IFPEEK(KEY)<>41THEN4710
4715 IFPEEK(KEY)<>64THEN4715
4720 POKE53281,0:PRINT"▓                                        ":GOTO410
4999 REM***LEM DISPLAY***
5000 POKEAT,32:POKESU,255:POKEAT+7,32:POKESU+7,255:POKEH,17:POKELO,3
5001 POKEVO,15:POKEWA,17:POKEWA+7,17
5002 POKEH+7,16
5005 POKELO+7,3:POKEPH,8:POKEPL,8
5010 YY=3:L=S(6)*64+13:POKEV+12,168
5020 POKEL,16:POKEL-3,16:FORX=1TO8:YY=YY+.3:POKEV+13,YY:POKELO,YY:POKELO+7,YY
5025 NEXTX
5030 GOSUB5500:IFYY>175THEN5060
5040 POKEL,0:POKEL-3,0:FORX=1TO8:YY=YY+.3:POKEV+13,YY:POKELO,YY:POKELO+7,YY
5050 NEXT X:GOTO5020
5060 PRINT"▓        RETRO THRUSTERS FIRING...        ";
5062 POKEWA,129:POKEWA+7,129:POKEH,7:FORX=15TO1STEP-.08:POKEVO,X:GOSUB5500
5065 YY=YY+.04:POKEV+13,YY:NEXT X
5067 PRINT"▓▓      *** PLANETFALL SUCCESSFUL ***       ";
5070 POKEWA,17:POKEWA+7,0
5080 POKEVO,15:FORX=1TO5:PRINT"▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓0":POKEH,20:FORDL=1TO100:NEXT
5090 PRINT"▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓0":POKEH,0:FORDL=1TO100:NEXT:NEXT
5100 PRINT"▓▓▓                         "
5110 FORDL=1TO1000:NEXT:PRINT"▓▓METEOR SHOWER... MAN ALL ROCKET STATIONS";
5115 POKEWA,17:FORX=1TO9:POKE53281,X:FORZ=0TO40STEP.5
5120 POKEH,Z:NEXT Z:NEXT X:POKE53281,0
5200 PRINT"▓                                        ";:RETURN
5500 PRINT"▓▓▓▓ALTITUDE  ◣";185-INT(YY);"▮ "
5510 RETURN
5999 REM***MOVE MY ROCKET***
6000 MX=MX+XC*8:IFMX>255THENMX=MX-255:POKEV+16,PEEK(V+16)+16
6010 MY=MY-8:IFMY<50THENPOKERY,0:FI=0:POKEWA+14,0:RETURN
6020 POKERX,MX:POKERY,MY:ER=0:POKEH+14,255-MY:POKEVO,15
6025 IF(PEEK(V+30)ANDN)=NTHEN6200
6100 RETURN
```




```
6200 ER=1:POKEWA+14,0:PT=PT+AW*100:GOTO7500
6999 REM***DO AN EXPLOSION***
7000 POKEH,6:POKEVO,15:POKEV+1,0:POKERY,0:NH=NH+1:POKEWA,129
7005 IFHI=1THENPOKEV+16,32
7010 FORX=15TO0STEP-.3:POKEV+10,SX:POKEV+11,SY:POKEVO,X:POKEV+29,32:POKEV+23,32
7020 POKEV+10,SX:POKEV+11,SY+4:POKEVO,X:POKEV+29,0:POKEV+23,0:NEXT X
7030 POKEV+11,0:FI=0:GOTO200
7499 REM***STATUS***
7500 PRINT"▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓SCORE:";PT;"▮   ◣PANICS:";PA;"▮ ";
7505 PRINT"   ▓HIGH:";SC(1)
7506 C$="▓":IFDA<10THENC$=""
7507 X=FRE(0):REM AVOIDS GARBAGE COLLECTION
7508 IFDA=0THENPRINT"▓▓▓▓▓▓▓▓▓▓▓▮          ":RETURN
7510 PRINT"▓▓ DAMAGE:▓";C$;:FORX=1TODA:PRINT"┌";:NEXT X:PRINT"■ ";:RETURN
```

```
7999 REM***ATTACK WAVES***
8000 PRINT"▮▮       ROX ATTACK";AW;"▮ COMPLETED!!"
8010 PRINT"▮▮         BONUS OF 100 *";AW
8020 PT=PT+AW*100:POKEVO,15:POKEWA,33:FORX=0TO10:POKE53281,RND(1)*16:FORY=0TO60
8030 POKEH,Y:NEXTY:NEXTX:POKEWA,0:POKE53281,0
8040 PRINT"▮                                              "
8045 PRINT"▮▮                              ":GOSUB7500
8050 AW=AW+1:IFAW<7THEN190
8060 GOTO15000
9999 REM***DO IN MOONBASE***
10000 PRINT"▮▮      *** MOON BASE DONE IN !! ***        "
10010 POKEV+21,32:POKEWA,129:POKEH,RND(1)*254:FORX=15TO0STEP-.1
10020 POKEV+10,170:POKEV+11,180:POKEV+23,0:POKEV+29,0:POKEVO,X
10030 POKEV+10,166:POKEV+11,174:POKEV+23,32:POKEV+29,32:POKEVO,0:NEXT X
10040 POKEV+21,0:POKEWA,0:BL=1
10999 REM***ENDGAME SCORING***
11000 PRINT"▮▮YOUR SCORE WAS .. ";PT
11005 POKEWA,0:POKEWA+7,0:POKEWA+14,0
11010 PRINT"▮TO THIS IS ADDED A BONUS FOR YOUR";INT(NH*100/60)
11020 PRINT"▮PERCENT SHOOTING ACCURACY.":B1=INT((NH/60)*5000)
11030 PRINT"▮BONUS:";B1:PT=PT+B1
11040 IFBL=1THENBL=0:GOTO11100
11050 PRINT"▮▮AND AN ADDITIONAL BONUS- FOR FINISHING"
11060 PRINT"▮WITH AN INTACT MOON BASE!!"
11070 PRINT"▮BONUS: 5000 PTS.":PT=PT+5000
11100 PRINT"▮▮▮YOUR FINAL SCORE WAS THUS▮";PT
11110 FORX=0TO20:GETA$:NEXT X:Z=0:FORX=1TO10:IFPT>SC(X)THENZ=X:X=11
11120 NEXT X:IFZ=0THEN11500
11130 PRINT"▮ENTER TEXT FOR SCORE TABLE:";
11140 INPUTA$:IFLEN(A$)>15THENA$=LEFT$(A$,15)
11150 IFZ=10THEN11200
11160 FORX=9TOZSTEP-1:SC(X+1)=SC(X):SC$(X+1)=SC$(X):NEXT X
```





```
11200 SC(Z)=PT:SC$(Z)=A$:FI=0
11500 PRINT"▮▮▮▮▮▮▮▮▮ROX-64 ALL TIME BEST"
11510 PRINT"▮▮▮▮▮▮▮▮▮                      "
11520 FORX=1TO10:PRINT"▮▮#";X;TAB(10);"▮";SC(X);TAB(23);"▮";SC$(X)
11530 NEXT X:X=FRE(0)
11540 PRINT"▮▮      PRESS 'SPACE' FOR A NEW GAME"
11550 P=PEEK(KEY):IFP<>60THEN11550
11560 GOTO100
11999 REM***MOONQUAKE!!***
12000 PRINT"▮        ***EXCESS SEISMIC ACTIVITY***":GOSUB7500
12010 POKEWA,129:POKEH,5:FORX=15TO0STEP-.07:POKEV+17,26:FORD=1TO10:NEXT
12020 POKEV+17,27:FORD=1TO10:NEXT:POKEVO,X:NEXT X:GOTO 10000
14999 REM***MOTHERSHIP PICKUP***
15000 POKEV+21,66:POKEV+28,2:POKEV+37,7:POKEV+38,2:
15005 PRINT"▮▮MISSION COMPLETED. MOTHERSHIP BONUS 5000"
15010 POKEV+23,2:POKEV+29,2:POKEV+40,4:POKEVO,15:POKEWA,33:POKEWA+7,33
15015 PT=PT+5000:GOSUB7500
15020 POKEH,2:POKEH+7,2:POKELO,1:POKELO+7,6:POKEV+3,70
15030 FORX=0TO156STEP.2:POKEV+2,X:CL=CL+.3:IFCL>15THENCL=0
15040 POKEV+40,CL:POKEV+37,15-CL:NEXT X
15060 POKEWA+14,129:FORX=15TO0STEP-.1:YY=YY-.05*(15-X):POKEV+13,YY:POKEV+38,X
15065 NEXT X:POKEWA+14,17
15070 YY=YY-.75:POKEV+13,YY:POKEH+14,200-YY:IFYY>77THEN15070
15080 POKEV+38,2:POKEWA+14,0
15090 FORX=156TO226STEP.2:POKEV+2,X
15095 YY=YY-.2:POKEV+13,YY:POKEV+12,X+12:CL=CL+1:IFCL>15THENCL=0
15096 POKEV+40,CL:POKEV+37,15-CL
15100 POKEV+3,227-X:NEXT X:GOTO11000
19999 REM***INTRO TITLES***
20000 PRINT"▮▮▮▮▮   ▮▮▮  ▮   ▮      ▮▮▮▮▮▮ ▮▮ ▮ ▮▮    ▮BY"
20010 PRINT"▮▮   ▮ ▮   ▮ ▮ ▮        ▮▮     ▮▮  ▮▮"
20020 PRINT"▮▮▮▮▮  ▮   ▮  ▮         ▮▮▮▮▮▮ ▮▮▮▮▮▮▮    ▮JEFF"
20030 PRINT"▮▮ ▮   ▮   ▮ ▮ ▮        ▮  ▮▮      ▮▮"
20040 PRINT"▮▮  ▮   ▮▮▮  ▮   ▮      ▮▮▮▮▮▮        ▮▮ ▮MINTER"
20050 PRINT"▮▮* AN ARCADE-STYLE GAME FOR COMMODORE-64*"
20060 PRINT"▮DEFEND YOUR LUNAR MODULE BY FIRING OFF"
20070 PRINT"▮ROCKETS TO INTERCEPT INCOMING METEORS."
20080 PRINT"▮TOO MANY GROUND IMPACTS RESULT IN AN"
20085 PRINT"▮EARTHQUAKE! SURVIVE 60 METEORS FOR BONUS"
20090 PRINT"AND RESCUE BY MOTHERSHIP!"
20100 PRINT"▮▮CONTROLS: ▮V,B,N ▮FIRE ROCKETS. ▮SPACE BAR"
20110 PRINT"▮▮ACTIVATES PANIC DESTRUCTOR. ▮A▮ TO ABORT!!"
20120 FORX=53248TO53248+16:POKEX,0:NEXT
20130 PRINT"PRESS ▮S▮ TO START GAME!";
20140 IFPEEK(197)<>13THEN20140
20150 RETURN
```



PROGRAM EXTRA

Write to Program Extra at *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Please mark your letters "Program Extra". Remember we'll pay £10 for any tips or short programs we print.

Computer and Video Games is starting the New Year in real style with a Spectrum listing that will have professional software houses quaking in their shoes.

Talking of professional software we've got a great shoot-'em-up game by Jeff Minter of Llamasoft fame for the Commodore 64 in this month's issue.

Mark White's Demolition has caused quite a stir since it first bounced onto our reviewer's lap and into his tape recorder. I'm sure you'll be just as impressed with the game as we at *C&VG* were.

Program Extra talked to Mark recently about Demoltion and his plans for future games.

Demolition, it's hard to believe, was Mark's first attempt at writing a games program for the Spectrum. He spent a whole week of his school holidays working into the small hours to perfect Demolition.

Mark spent a lot of time on the program making sure it was efficient as possible because you know what they say about the Spectrum — you don't run a program, you "stroll it".

Mark gave me some tips on structured programming like sticking Data statements and game instructions at the bottom of the listing and For Next loops near the beginning.

Even Mark's programming talents have a limit and he's now abandoned Sinclair Basic in favour of Z80 machine code. Golf is his first m/c game and is a great improvement even on Demolition. Future issues of *C&VG* will no doubt feature some of Mr White's other achievements — Smurf Attack and Cricket to mention two.

How many programs do you think can fit in a BBC micro?

Alvin Rich from Newcastle has written to me with a tip which allows you to store up to 10 programs in the BBC simultaneously! I'll let Alvin explain.

"You first of all load a program into the computer in the normal way. Once it's been loaded type into the BBC as a command PRINT TOP. If everything has gone according to plan the Beeb should print up a number larger than 3000, let's use 5000 as an example. Now just type PAGE=5000 and press return. The second game can now be loaded using the normal methods. If at any time you want to return to the program enter the command PAGE=&E00.

If all that seems too much like hard work then just stick the listing below into your computer and it will take care of everything. What could be easier?

```
10 INPUT "Number of programs to be
stored";W
20 DIMA(W)
30 FORS=1 to W
40 LOAD""
50 A(S)=TOP
60 PAGE=A(S)
70 NEXT S
80 PRINT "HERE IS THE LIST OF NUM-
BERS"
90 FORS= 1 TO W:
100 PRINT A(S): NEXT S
```

When the program's finished you'll have up to 10 games in your micro to switch between. This feature isn't just useful for playing but writing them too.

Two versions of a game can be kept in memory at the same time and new techniques and ideas can be compared against tried and tested methods.

The *C&VG* office is inundated every month with phone calls from new readers asking for advice, pleading and begging us to help them with their new micros. Even die-hard *C&VG* addicts have been heard to say they wished they knew more about Basic or had a better understanding of their machines.

With this in mind Program Extra have decided to launch Down to Basics, a regular new spot aimed at giving you some "Basic" training and all the information you'll need to enter our games listings with the least possible fuss.

Let's start by having a look at the origins of Basic. Basic, the language, had its beginning in the early '60s at a British University where it was developed for computing students as a "stepping stone" language before moving onto a more conventional programming language like Fortran or Cobol.

Today Basic is the world's most widely understood computer language. 2 million people use Sinclair Basic alone.

Basic is different from most other computer languages in that it's interpreted instead of compiled.

Interpreted languages are decoded by the computer line-by-line while the program is running. Whereas compiled dialects are changed into what is known as source code, a type of machine code that can then be executed as normal.

This difference also accounts for Basic's relative slowness compared with Fortran or Pascal for instance.

Next month we will be taking a closer look at Basic and discovering why it's so successful and finding a new pretender to Basic's throne.

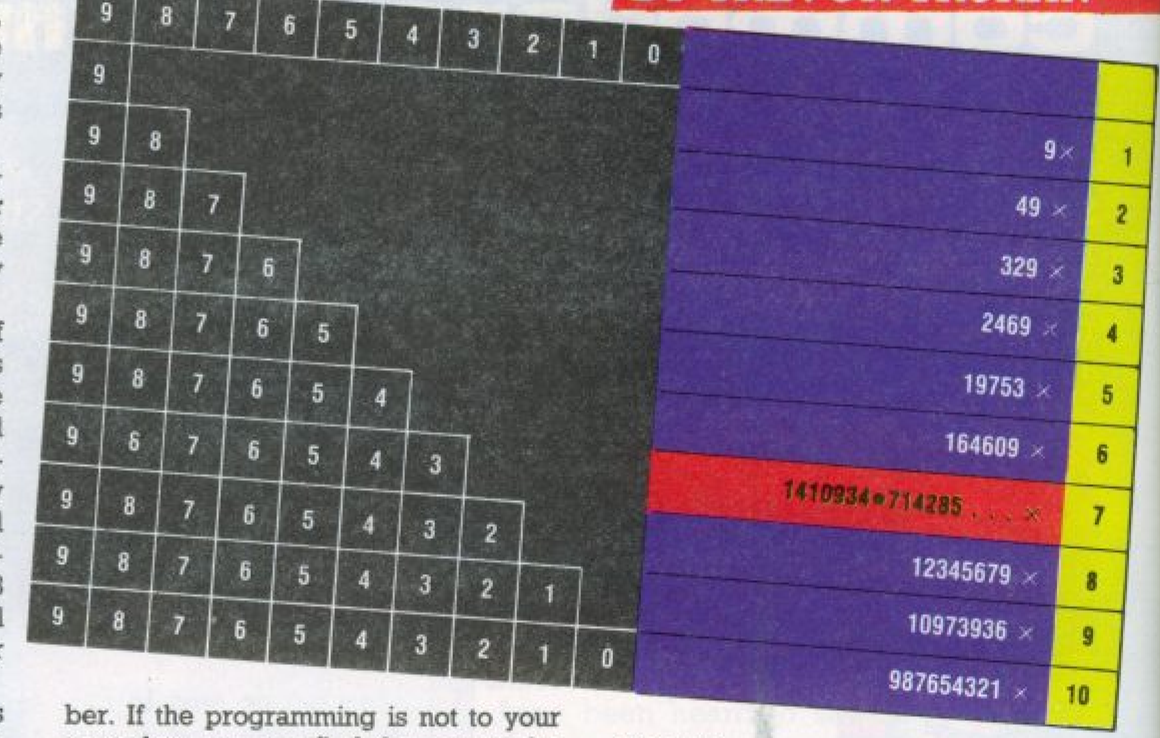
That's it for this month except to remind you that February's issue is a *C&VG* special with a full 48 extra pages crammed with great games listings.


TERMINAL SOFTWARE
commodore 64 games cassettes
SUPER SKRAMBLE!
Personal Computer News (15-21 Sept '83) gave SUPER SKRAMBLE! an overall rating of NINETEEN OUT OF TWENTY and described it as: "Well implemented with beautifully smooth scrolling and very nice graphics."
SUPER GRIDDER
"...a compelling piece of frivolity that could give hours of fun." was the verdict of Personal Computer News (22-28 Sept '83).
SUPER SKRAMBLE!
"An excellent game" said Computer & Video Games magazine (Sept '83).
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PUZZLING

BY TREVOR TRURAN

Number charts



As our super de-luxe chart shows, 9876543210 is very nearly a remarkable number. It fails to qualify, as do so many mathematical marvels, when it reaches the *seventh* stage.

The property it nearly possesses, expressed somewhat formally, is that, **for N=1 to 10, the number formed by the first N digits can be divided exactly by N.**

In words we can understand, if accompanied by a flashing of the eyes from words to chart which will make them appear to be a couple of small comments in solar orbit, it will be clearer if we say that the number formed by the first 2 digits (98) can be divided without remainder by 2. Ditto the number formed by the first 3 digits (987) — 3 will go into it exactly. And so on . . . until we come to the seventh digit number which is not divisible by 7.

The strange thing is that there exists *just one* ten-digit number which uses the digits 0 to 9 once each which has the required property all the way through to 10.

Why not put your brain and your micro to work and cobble together a short program to search for that number. If the programming is not to your taste then you can find the answer by simple deduction and a spot of trial and error.

After all, it does not require the services of Bertrand Russell to realise that the tenth figure must be zero, the fifth is 5 and that odd and even digits must alternate.

When you have found the number, print it neatly on a card, add your name and address and hastily post to Puzzling Contest, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Blooming petal problem

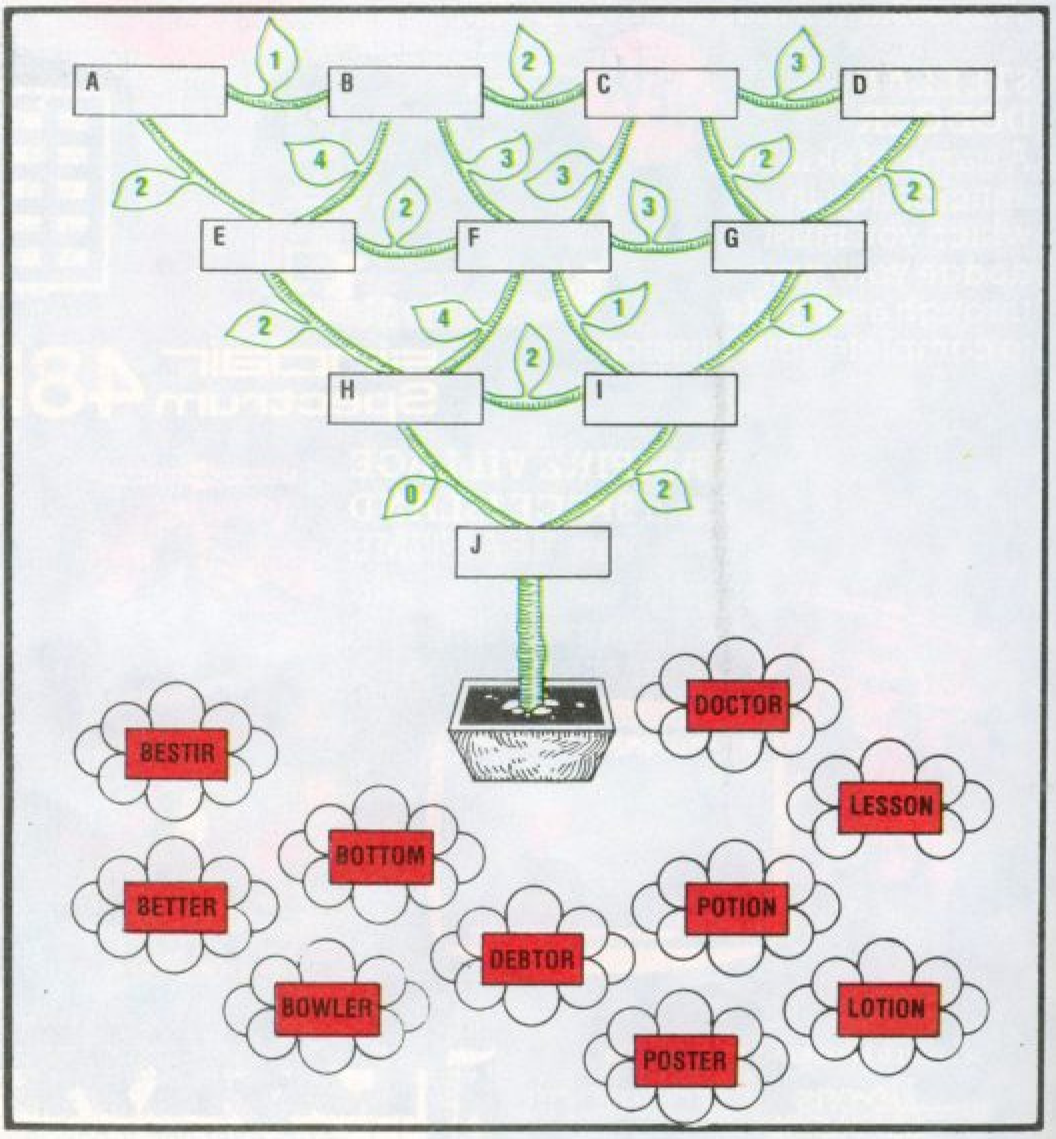
It may strike the more discerning among those present here at the perennial meeting of the East Chidgely Flower, Produce and Surf Riding Society, that it is not the ideal time of year to launch our latest botanical specimen, *Arboreas Literatus.*

As you can see, despite every precaution, the blossoms have already fallen and lie scattered on the floor. If we are to preserve this species for posterity, it will be necessary to replace each bloom in its correct position with spirit gum and take a quicker-than-instant picture.

There is one clue to where each word fell from — the leaves between adjacent blossoms bear a number which gives the *number of letters which are the same* in both the neighbouring flowers.

Thus if BOWLER were next to BESTIR, the leaf between them would have the number 2 since the letters B and R are the same in both. Note that, although both words contain the letter E, it is not counted as matching since the E's occupy different positions in the two words.

Can you save the photographer a long wait by working out the only possible position on the plant for each word?



A bit too big for its chips

The umpteenth generation of computers is getting a bit too big for its chips. Ask it a simple question, like, to take a random example, which of five people at a recent computer fair bought what computer with how many functions made in which country and you get the following stream of clever stuff:

- DATA . . . The Putcom is English. It was not purchased by Mrs Bitt or Mr Putter.
- DATA . . . The Cherry has more functions than the German computer.
- DATA . . . Miss Watt bought the Supremo.
- DATA . . . The French machine has 28 functions. This is more than Mr Jones' purchase and less than the Supremo.
- DATA . . . Mrs Bitt's computer has less functions than the Cherry, but 14 more than the machine from Luxembourg, which is not the Supremo.
- DATA . . . The SRG has twice as many functions as Mr Cross's computer.

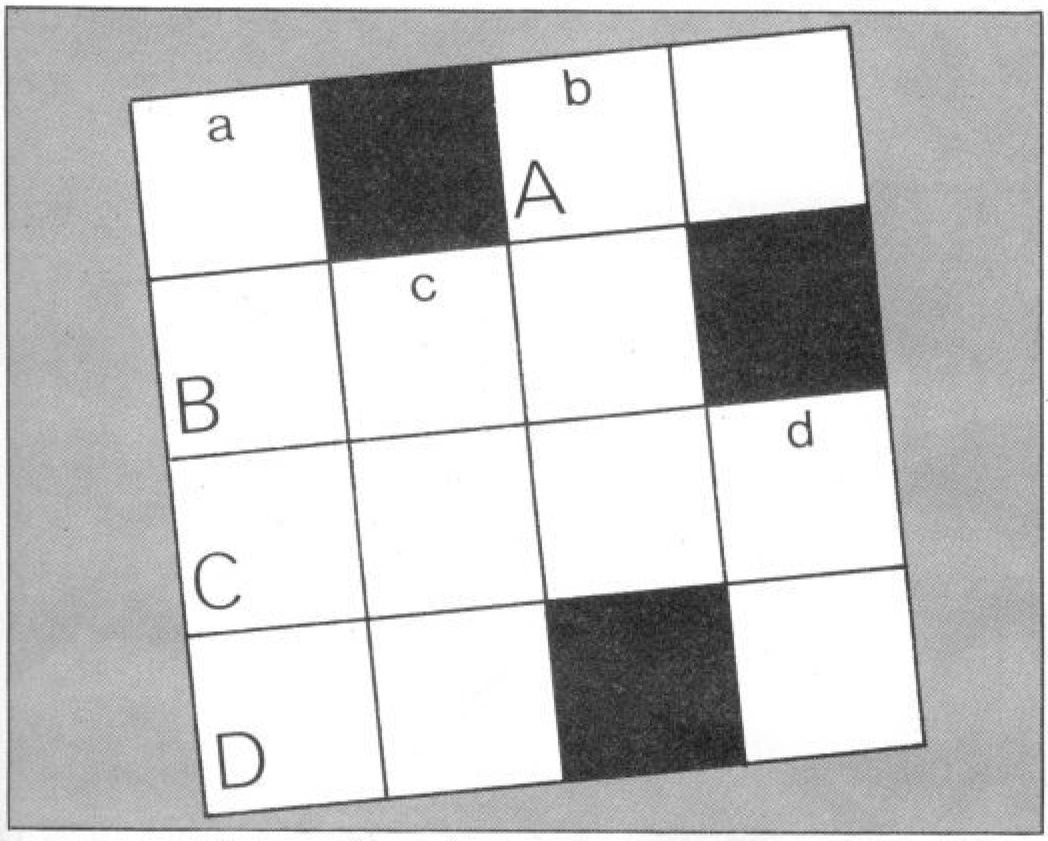
I ask you! And you know what's coming, don't you? Can you work out the name of the person who bought each machine, its country of origin and number of functions?

The grid can be used to sort things out, a cross in a square will indicate an impossible combination and a tick a positive link.

	COMPUTER					FUNCTIONS					COUNTRY				
	Cherry	Putcom	Mindswap	SRG	Supremo	14	21	28	35	42	England	Germany	France	Luxembourg	Switzerland
Mrs Bitt															
Mr Cross															
Mr Jones															
Ms Watt															
Mr Putter															
14															
21															
28															
35															
42															
England															
Germany															
France															
Luxembourg															
Switzerland															

NAME	MACHINE	COUNTRY	FUNCTIONS

So tiny a crossnumber



In this tiny crossnumber, which is both ridiculously simple and simply ridiculous, the answer to each clue is a number which is entered in the grid one digit to each square.

The mysterious X is also a number, though a mystery no more once you have found it.

Since you are only allowed 2 (yes two) minutes to complete this little poser it might be an idea to let your computer do the crunching.

CLUES ACROSS:

A. The cube of the difference between the digits of X.
B. X plus a prime.
C. X squared.
D. The digits add up to the square of the difference between the digits of X.

CLUES DOWN

A. 24X
B. A multiple of the product of the digits of X.
C. The square of the sum of the digits of X.
D. 2X.

PUZZLING

That snow maze on my front lawn

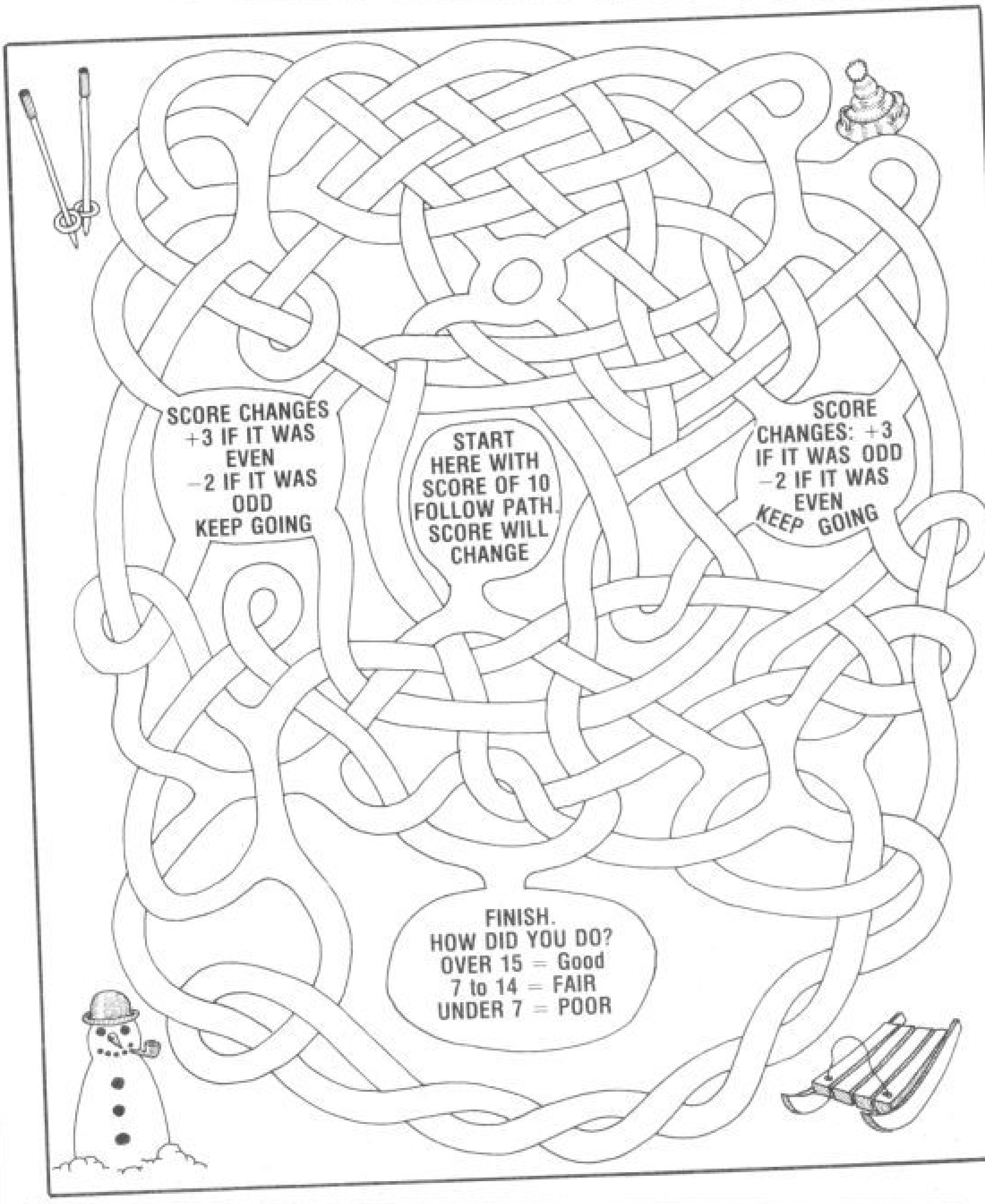
As a youth, Lewis Carroll liked to challenge his family and friends with mazes traced out in the snow which frequently fell on the Victorians of his generation.

Our Man in Washington, Paul McClenon, has put this winter's downfall to some purpose and tunnelled a maze on the front lawn of a local notorious residence, known as the WHITE (ouch, no pun intended) House. His intention being to give the president a more congenial task than counting missiles.

From the START, where you begin with a score of 10, wander along the paths, *going down each tunnel only once*, until you reach GOAL.

There are two chambers to visit along the way where your score can change for the better or worse.

You will, naturally, find little problem in reaching your goal, but can you find a way to arrive with a score of 16?



Prize to set you talking

Our fireworks brain teazer had lots of you stumped last month as you struggled to work out how much money's worth went up in smoke.

The correct answer is that Roman candles + 20+20+20+10+2+1=73p. Vesuvius = 20+10+10+10+5+1=56p. Catherine wheel = 10+10+10+5+2+2=39p.

The lucky winners of Pass Me talking games are Claire Goddard of Essex, Paul Hammond of Peterborough, Mr. J. W. Boyle of Essex, Guy Paintain of Bucks., and J. Dimond of St Helier on Jersey.



SOLUTION

SNOW TROUBLE

Come now! Since there is more than one way to slip from Start to Finish, apart from sweeping the whole thing into a corner and waiting for the melting warmth of Spring, we are not going to give the answer. Re-affix the mental skis, therefore, and go to it!

A FAIR REPORT

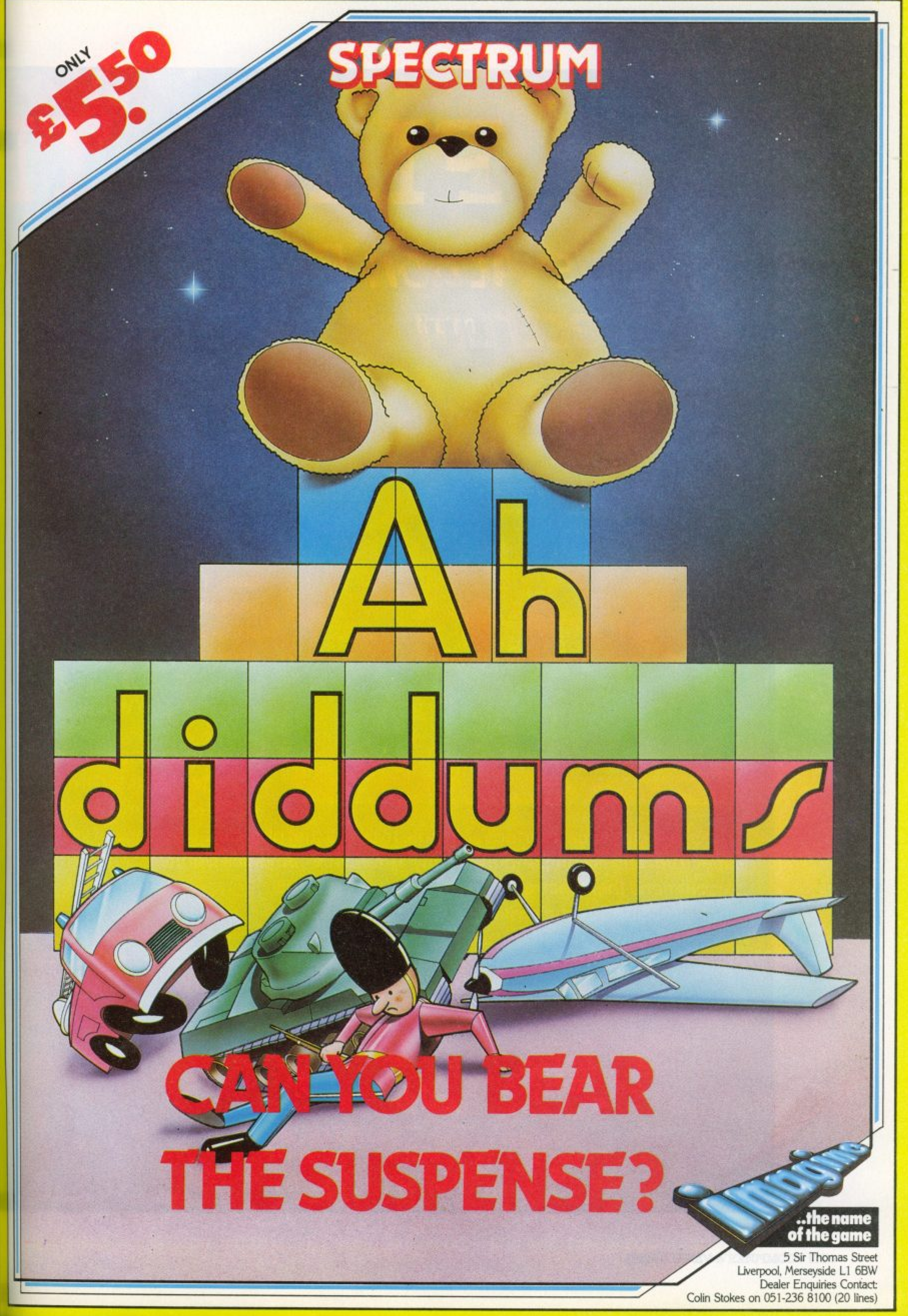
Mr Cross, Mindswap, Luxembourg, 14 functions. Mr Jones, Putcom, England, 21 functions. Mrs Bitt, SRG, France, 28 functions. Miss Watt, Supremo, Germany, 35 functions. Mr Putter, Cherry, Switzerland, 42 functions.

THE WORD TREE

A=Lotion; B=Debtor; C=Poster;
D=Bowler; E=Doctor; F=Better;
G=Bottom; H=Bestir; I=Lesson;
J=Potion.

MICRO CROSS

a 1	■	A 2	b 7
B 1	c 1	8	■
C 2	2	0	d 6
D 8	1	■	4


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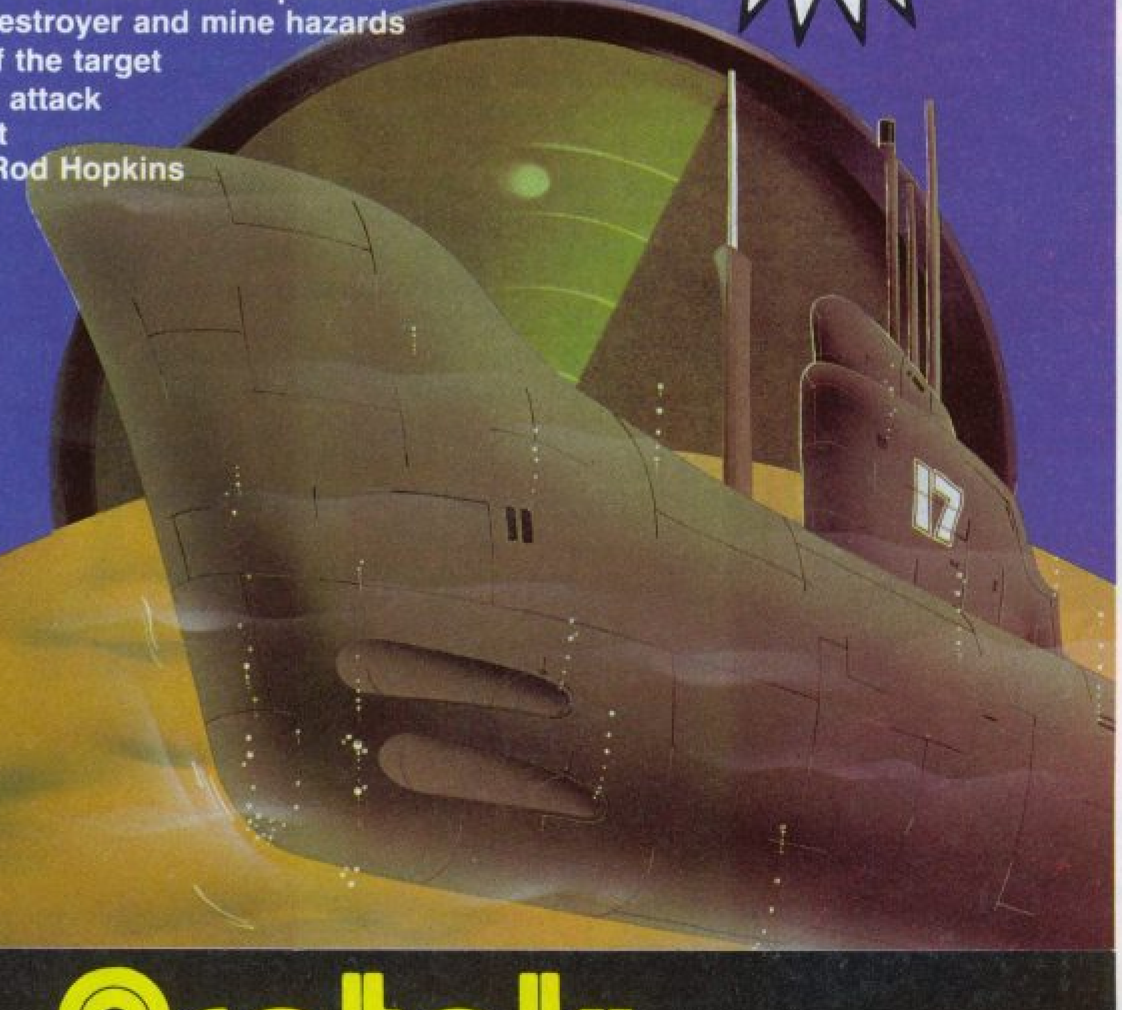
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Written by Rod Hopkins

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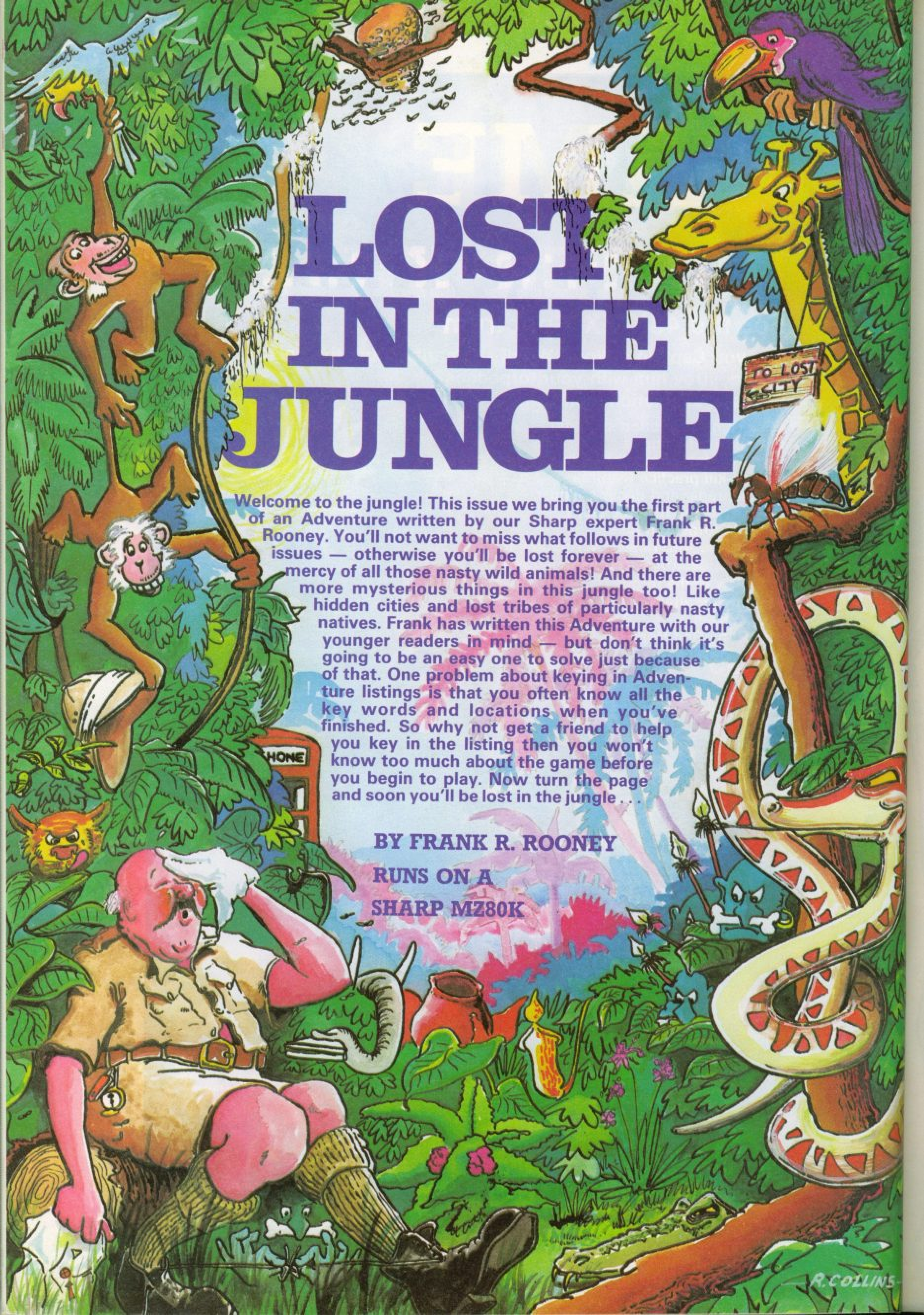
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LOST IN THE JUNGLE

Welcome to the jungle! This issue we bring you the first part of an Adventure written by our Sharp expert Frank R. Rooney. You'll not want to miss what follows in future issues — otherwise you'll be lost forever — at the mercy of all those nasty wild animals! And there are more mysterious things in this jungle too! Like hidden cities and lost tribes of particularly nasty natives. Frank has written this Adventure with our younger readers in mind — but don't think it's going to be an easy one to solve just because of that. One problem about keying in Adventure listings is that you often know all the key words and locations when you've finished. So why not get a friend to help you key in the listing then you won't know too much about the game before you begin to play. Now turn the page and soon you'll be lost in the jungle . . .

BY FRANK R. ROONEY

RUNS ON A SHARP MZ80K

These words come from the pages of a diary found by the banks of a jungle pool . . .

It was the roar of some distant jungle beast that brought me back to my senses. Only then did I realise the danger I was in — alone, with miles of unexplored jungle between me and the nearest civilisation. Miles of jungle full of wild animals, deadly insects and reptiles and rife with legends of lost tribes of fierce cannibals.

Only a few short hours ago I had boarded the small light aircraft which was to fly me to exploration headquarters deep in the heart of this, the last uncharted jungle region. But soon after we crossed the river frontier of the jungle area the aircraft developed engine trouble. Suddenly smoke began to fill the cramped cockpit and we went into a steep uncontrollable dive. The aircraft smashed into the jungle canopy — and I must have been thrown clear, because I awoke some yards away from the wreckage. There was no sign of the pilot — just the sounds of some wild beast dragging something through the undergrowth . . .

Now the light is failing and the weird sounds of the jungle night are beginning to fill the air and I'm beginning to realise that I am well and truly lost in the jungle!



Enough of all this scene setting — what you need is some hard facts! You are lost in a jungle with only a gun — with six shots — a knife, a slingshot and two bottles of medicine.

Your aim is to find your way back to civilisation without getting killed — that's all!

You must try to keep up your energy by eating and drinking whenever possible — or you will quite simply die of exhaustion.

The jungle is 50 miles square and each move is the equivalent of one mile. Skilful judgement is required, but there are also random events that will make things even more interesting!

Will I ever be able to find my way back to civilisation? Luckily I have a small supply of emergency rations which I discovered among the wreckage of the aircraft — and water seems plentiful in this area of the jungle.

But what of the fierce natives and even fiercer jungle animals that I'll encounter on my trek through the unexplored undergrowth!

Will I be able to survive all the many dangers and hazards? Who knows! I have no choice but to attempt to find my way out of this vast jungle . . . otherwise I might just as well give myself up to the wild beasts now!

Don't miss next month's issue when we'll continue our exploration of Frank Rooney's weird and wonderful jungle. Don't get lost anywhere in the meantime will you!

Part Two next month

PROGRAM NOTES:

Line 30: calls title graphics & tune
40-150: bird-shoot routine (placed at beginning for speed of execution)
160-190: initialisation — start of game;
(F & H determine random starting location in jungle — at least 10 miles into jungle from any direction); instructions called
200-240: random event selection
250: move a mile without incident
260-530: berry bush routine & graphics
540-800: quicksand routine
810-1370: wild animal routine
1380-1600: spider routine
1610-1850: pond routine & graphics
1860-2020: status & direction choice
2030-2060: success routine
2070-2080: sunlight routine
2090-2390: disease routine
2400-2680: river full of piranhas routine
2690-3080: coconut tree routine
3090-3760: bird routine
3770-4210: snake routine
4220-4520: coconut tree graphics
4530-4620: quicksand graphics
4630-4770: spider graphics
4780-5130: sunlight graphics
5140-5300: disease graphics
5310-5720: civilization graphics
5730-5850: piranha graphics
5860-6040: boat graphics
6050-6310: swimming graphics
6320-6470: lion graphics
6480-6630: wolf graphics
6640-6820: tree-climbing graphics
6830-6860: move mile graphics
6870-6950: instructions
6960-6980: jungle bird sounds
6990-7030: instructions cont.
7050-7240: failure music & graphics
7250-7280: option for new game
7290-7490: title graphics
7500-7540: title tune.

MAIN VARIABLES

K = energy
M = no. of bullets
MM = no. of bottles of medicine
SS = flag for slingshot
KK = flag for knife
F/H = position in jungle

NOTES ON SHARP BASIC

The program has been written in normal SP-5025 basic and occupies about 23.5K of memory.
POKE 53248 - POKE 54247 = Sharp screen locations
POKE 4466, X prints X lines down the screen
POKE 4465, Y prints Y columns across the screen
POKE 4513 & POKE 4514 are used for sound effects which are switched on by USR(68) and switched off by USR(71)
USR(62) sounds a bleep.

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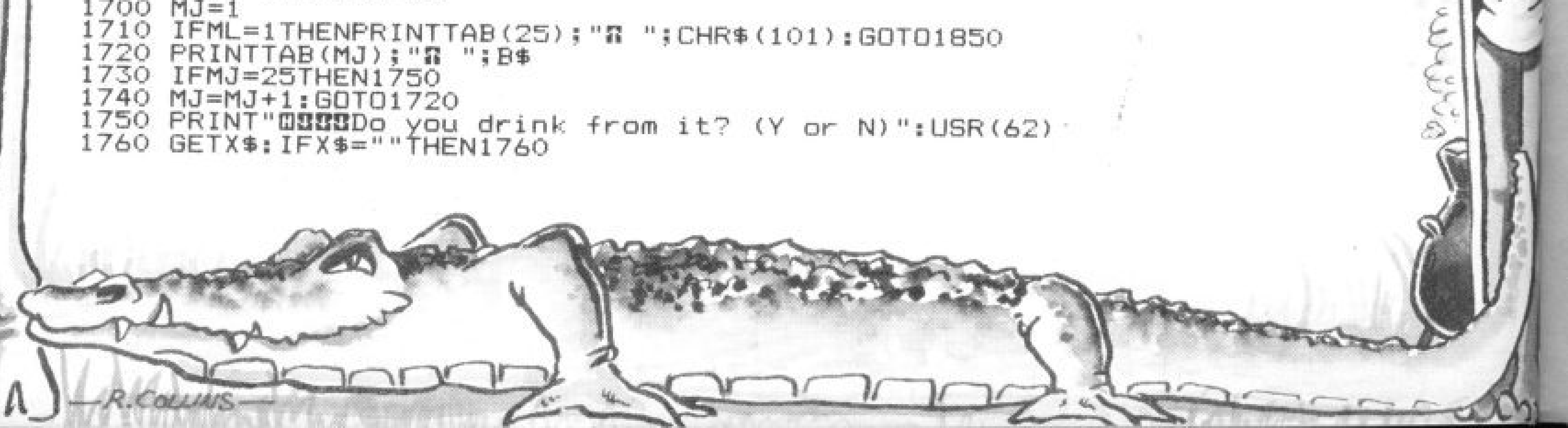
. . . . Postcode . . . .

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```
30 GOSUB7290:GOTO160
40 GETX$:IFX$=""THENRETURN
50 IFX$=" "THEN70
60 GOTO40
70 IFM=0THENPRINT"■■■■■YOU HAVE NO":PRINT"BULLETS LEFT!ΩΩΩΩ":RETURN
80 FOREX=0TO50:POKE4513,EX:POKE4514,EX:USR(68):NEXTEX:USR(71)
90 POKEPK,PB
100 PK=PK-82:CC=CC+1:IFCC=7THEN120
110 GOTO90
120 IFPC=0THENM=M-1
130 IFPEEK(PK+41)=211THEN3580
140 IFPC=1THENPK=53841:CC=0:PB=219:PC=0:RETURN
150 PK=53841:CC=0:PB=240:PC=1:GOTO90
160 A=11:B=12:C=13:D=14:E=25:M=6:H=12:K=101:MM=2:KK=1:SS=1
170 DIMQ$(6),S$(7),F$(4),W$(2):T1$="■■■■■■■■■■■■■■■■■■■■■■■■■":B$=CHR$(99)
180 T2$=T1$+"■■■■■■■■■■■"
190 F=INT(RND(1)*31+10):H=INT(RND(1)*31+10):G=50-F:I=50-H:M=6:GOSUB6870
200 GOSUB1860
210 YR=INT(RND(1)*11)+1:IFYR=1THEN230
220 IFYR=YTHEN210
230 Y=YR:IFK<2THEN1350
240 ONYGOTO250,260,540,1610,2400,3090,2090,2690,810,1380,3770
250 PRINT"■You moved a mile without incident.":GOSUB1370:GOSUB6830:GOTO200
260 PRINT"■You come to a bush of berries.":BC=0
270 POKE4466,20:PRINT"______________________________________________"
280 PRINTTAB(30);"ΩΩΩΩΩΩΩΩΩ   .  ..  "
290 PRINTTAB(30);"  ⌒⌒⌒⌒■"
300 PRINTTAB(30);"■/⌒⌒\\\■"
310 PRINTTAB(30);" //⌒⌒\\■"
320 PRINTTAB(30);"■  ■||■"
330 PRINTTAB(30);"     \\"
340 PRINTTAB(30);"     \\":BB=1
350 IFBC=1THENBD=15:BB=27:GOTO370
360 BD=14
370 POKE4466,BD:PRINTTAB(BB);"   "
380 PRINTTAB(BB);" ♠ "
390 PRINTTAB(BB);" ▒~"
400 PRINTTAB(BB);" ▒ "
410 PRINTTAB(BB);" ||"
420 IFBC=1THENPRINTTAB(27);"Ω~":GOSUB1370:GOTO200
430 PRINTTAB(BB);" ||"
440 IFBB=27THEN460
450 BB=BB+1:GOTO350
460 PRINT"■■■■Do you eat them? (Y or N)":USR(62)
470 GETQ$:IFQ$=""THEN470
480 IFQ$="Y"THEN510
490 IFQ$="N"THEN200
500 GOTO470
510 Q=RND(1):IFQ>.5THEN530
520 PRINT"■■■They make you feel quite ill!":BC=1:K=K-INT(Q*100):GOTO270
530 PRINT"■■Mmmm, they are good aren't they!":GOSUB1370:K=K+INT(25*Q):GOTO200
540 PRINT"■You step into quicksand !":GOSUB4530
550 PRINT"■■■■What do you do?"
560 PRINT"■■■■■A - Try to claw your way out"
570 PRINT"■■■■B - Give up"
580 PRINT"■■■■C - Grab hold of a tree branch"
590 PRINT"■■■■D - Start praying":USR(62)
600 GETX$:IFX$=""THEN600
610 IF(X$="A")+(X$="B")+(X$="D")THENGOSUB4610:GOTO7050
620 IFX$="C"THEN640
630 GOTO600
640 IFK<10THENPRINT"■■YOU DROP FROM":PRINT
"■EXHAUSTION!":GOSUB1370:GOSUB4610
650 K=K-10:Q=RND(1):IFQ<.75THEN710
660 Q1=RND(1):IFQ1>.5THENPRINT"■■The branch snapped!":GOTO690
670 PRINT"■The branches are all too high"
680 PRINT"■- you can't reach them."
690 PRINT"■■YOU DIDN'T MAKE IT!"
700 GOSUB1370:GOSUB4610:GOTO7050
710 PRINT"■■YOU MADE IT!":GOSUB1370
720 Q4=INT(RND(1)*4)+1:IFQ4=1THEN750
730 IFQ4=2THEN780
740 GOTO200
750 IFSS=0THEN200
760 PRINT"■However, you lost your slingshot in the":PRINT"■quicksand."
770 SS=0:GOTO800
780 IFKK=0THEN200
790 PRINT"■However, you lost your knife in the":PRINT"■quicksand":KK=0
800 GOSUB1370:GOTO200
810 YY=INT(RND(1)*2+1):IFYY=2THENXA$="wolf"
820 IFYY=1THENXA$="lion"
830 PRINT"■There is a ";XA$;" ahead."
840 IFYY=1THENGOSUB6320
850 IFYY=2THENGOSUB6480
860 PRINT"■■■What do you do?"
870 PRINT"■■■■■A - Flee"
880 PRINT"■■■■B - Shoot it"
890 PRINT"■■■■C - Use your slingshot"
900 PRINT"■■■■D - Use your knife"
```



```
910 PRINT"■■■■E - Climb a tree":USR(62)
920 GETX$:IFX$=""THEN920
930 IFX$="A"THEN990
940 IFX$="B"THEN1070
950 IFX$="C"THEN1110
960 IFX$="D"THEN1160
970 IFX$="E"THEN1200
980 GOTO920
990 GOSUB1860:Z$=X$:K=K-10
1000 PRINT"■The ";XA$;" is still after you.":GOSUB1370:GOSUB1860
1010 IFD$=Z$THEN1360
1020 Q=RND(1):K=K-INT(Q*.25):IFQ<.25THEN1040
1030 PRINT"■■WHEW!":PRINT"■You escaped from the ";XA$:GOSUB1370:GOTO200
1040 PRINT"■IT CATCHES YOU!":GOSUB1370
1050 Q=RND(1):K=K-INT(50*Q):IFK<3THEN7050
1060 PRINT"■Now what do you do?":GOTO870
1070 IFM<1THENPRINT"■You are out of bullets !":GOSUB1370:GOTO1060
1080 PRINT"■■BANG!!!":GOSUB6310:M=M-1:Q=RND(1):IFQ>.33THEN1300
1090 PRINT"■YOU MISSED!":GOSUB1370:Q=RND(1):IFQ>.2THEN1060
1100 GOTO1180
1110 IFSS=0THENPRINT"■You lost your slingshot - remember?"
1120 IFSS=0THENGOSUB1370:GOTO1060
1130 FORR7=1TO20:FORR8=150TO1STEP-1:POKE4514,R7:POKE4513,R8:USR(68):NEXT
1140 USR(71):Q=RND(1):IFQ>.33THEN1090
1150 GOTO1300
1160 IFKK=0THENPRINT"■You lost your knife - remember?":GOSUB1370:GOTO1180
1170 Q=RND(1)*YY:IFQ>.5THEN1300
1180 PRINT"■IT OVERPOWERS YOU!":K=K-INT(30*Q):GOSUB1370:IFK<5THEN7050
1190 GOTO1060
1200 GOSUB6640:IFYY=1THEN1280
1210 Q=RND(1):K=K-INT(25*Q)
1220 PRINT"■■■■■■The wolf does not leave for";INT(6*Q+1);
1230 IFINT(6*Q+1)=1THENPRINT" hour,":GOTO1250
1240 PRINT" hours,"
1250 IFK<10THEN1350
1260 PRINT"■Then you can climb down."
1270 GOSUB1370:GOTO200
1280 PRINT"■■■■■■LIONS CAN CLIMB TREES BETTER THAN"
1290 PRINT"■PEOPLE !!":GOSUB1370:GOTO7050
1300 PRINT"■GOT IT !!":PRINT"■Do you eat it? (Y or N)":USR(62)
1310 GETX$:IFX$=""THEN1310
1320 IFX$="Y"THENK=K+20:GOTO200
1330 IFX$="N"THEN200
1340 GOTO1310
1350 PRINT"■■■■■■■YOU DROP FROM EXHAUSTION!":GOSUB1370:GOTO7060
1360 PRINT"■■You just collided with the ";XA$:GOSUB1370:GOTO7050
1370 FORW=1TO1000:NEXTW:RETURN
1380 U9=INT(RND(1)*2+1):IFU9=1THENY$="Tarantula":GOTO1400
1390 Y$="Black Widow spider"
1400 PRINT"■A ";Y$:PRINT"■lands on your neck!":GOSUB4630
1410 PRINT"■■■■■■■What do you do?"
1420 PRINT"■■A - Stay as still as possible"
1430 PRINT"■B - Try to brush it off"
1440 PRINT"■C - Shoot it"
1450 PRINT"■D - Cry":USR(62)
1460 GETX$:IFX$=""THEN1460
1470 IF(X$="A")+(X$="B")THEN1570
1480 IFX$="D"THEN1580
1490 IFX$="C"THEN1510
1500 GOTO1460
1510 IFM<1THENPRINT"■You are out of bullets!":GOSUB1370:PRINT"■":GOTO1400
1520 M=M-1:PRINT"■■BANG!":GOSUB6310
1530 Q=RND(1):IFQ<.75THENPRINT"■YOU JUST BLEW YOUR HEAD OFF!"
1540 GOSUB1370:GOTO7060
1550 PRINT"■You are a good shot! You got it!"
1560 PRINT"■However you wounded yourself.":K=K-15:GOSUB1370:GOTO200
1570 Q=RND(1):IFQ>.2THEN1600
1580 PRINT"■■IT BITES!"
1590 POKE4466,21:PRINTTAB(28);"<>":GOSUB1370:GOTO7050
1600 PRINT"■■IT CRAWLS OFF WITHOUT BITING":GOSUB1370:GOTO200
1610 PRINT"■You come to a pond":ML=0
1620 POKE4466,15:PRINTTAB(25);"      ,-~~"
1630 PRINTTAB(25);"    ,'      `\"
1640 PRINTTAB(25);"  (          `-"
1650 PRINTTAB(25);"  `-_          <"
1660 PRINTTAB(25);"      `\        )"
1670 PRINTTAB(25);"       `~~_____)"
1680 PRINT"■■■■"
1690 IFML=1THENMJ=25
1700 MJ=1
1710 IFML=1THENPRINTTAB(25);"■ ";CHR$(101):GOTO1850
1720 PRINTTAB(MJ);"■ ";B$
1730 IFMJ=25THEN1750
1740 MJ=MJ+1:GOTO1720
1750 PRINT"■■■■Do you drink from it? (Y or N)":USR(62)
1760 GETX$:IFX$=""THEN1760
```



sinclair special 6



Inside...

Setting new standards in educational software with Sinclair-Macmillan

Plus six other learning programs

TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace as teaching aids for the very youngest children and the ZX Spectrum is prominent amongst those micros at use in schools.

In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered. Yes: with the right software, the micro can and does teach effectively and thoroughly (and gives teachers more time to devote to individual pupils). Yes: young children think little of working rapidly and successfully, with a screen and keyboard, on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of these advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fast-growing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.

David Park
Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM®

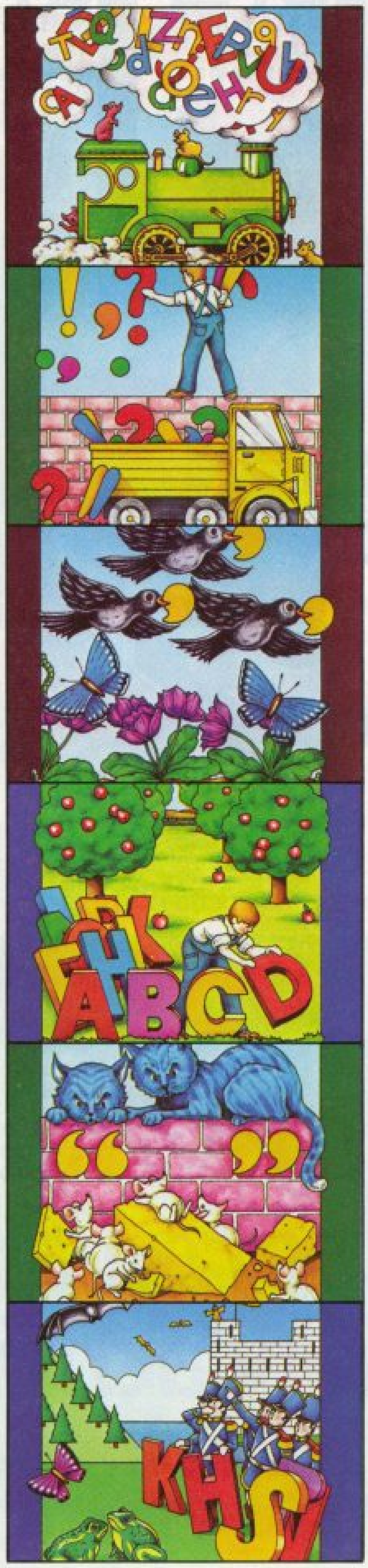
Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability.

The instructive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.



Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphagaps – The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Rats – Press the letter key that is displayed on the gun to destroy the rats which have invaded the cellar!

Invaders – Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated matchstick man marches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the matchstick man drops the mark into place. After successful completion of every sentence in the exercise, light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird appears with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Grub Game is displayed. Press the correct character to change the grub into a butterfly...before it munches through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child inserts the correction by guiding an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognising letters and using the Spectrum keyboard are needed to save the apples as they fall to the ground.

Speech Marks

A comprehensive program including sentences with one or two sets of speech marks ("inverted commas") and exercises in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. Guide Max the mouse through a maze, after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellerous

A spelling game with ten levels of vocabulary, including words with silent first letters, double letters and other difficult words. The Princess has been captured and carried off to Castle Spellerous. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a siege tower is built for each correctly spelt word. Mistakes are costly – the wicked wizard appears as a vampire bat, turning the men into frogs, butterflies and bats!

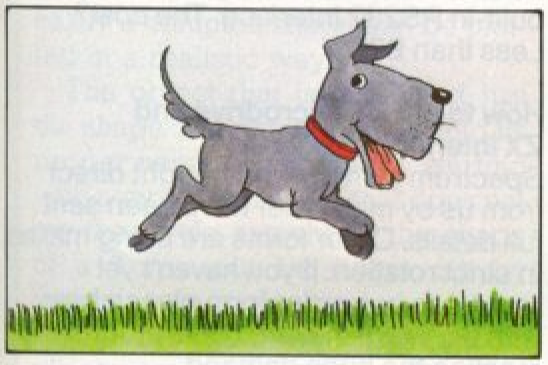
When ten words are spelt correctly the rescue begins and the wizard takes flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

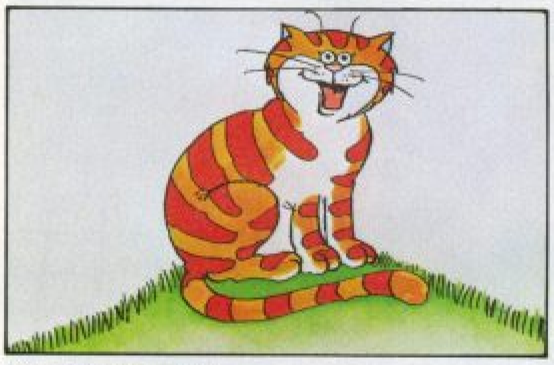
Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The Learn to Read series is derived from Macmillan Education's best-selling primary school reading scheme, Gay Way. It offers a unique opportunity for parents and teachers to participate in the child's first experience in reading.

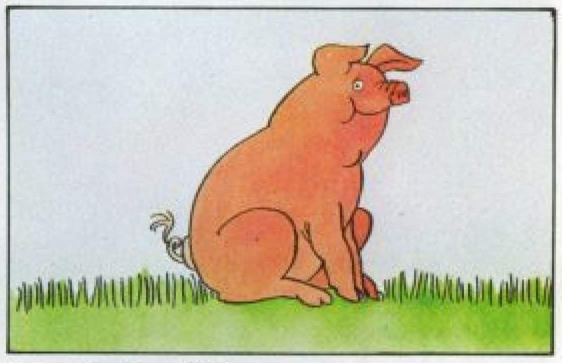
Macmillan Education's Science Horizons is one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and enjoyable.



Learn to Read 1
Learn to Read 1 is designed for children who are just beginning to read. It is in four parts, each of which develops skills central to the reading process – letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters – Ben the dog, Jip the cat and their friends.



Learn to Read 2
Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red," "green," "car," "ship" and "bus" are introduced. In addition, Learn to Read 2 features an attractive 'reward' system enabling children to see their achievements grow.



Learn to Read 3
Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complex reading process. Learn to Read 3 features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 30 words.



Learn to Read 4
Learn to Read 4 is the alphabet program in the Learn to Read series.

Using various stimulating activities the program gives the child plenty of practice in working with the alphabet – matching initial letters to words and pictures and spotting missing letters. These exercises build familiarity with simple sequences within the alphabet.



Learn to Read 5
Learn to Read 5 teaches positional language – often difficult to understand and remember – by using words and phrases such as "behind" and "in front of," "inside" and "outside."

The program first demonstrates the meanings of the words using clear pictures. It then tests the child's understanding of the words in two lively games.



Cargo
Set sail around the world. Choose your ports of call – New York, Tokyo, Belem, Helsinki – then the real challenge begins! You must reach your destinations safely, weathering storms on the way. But first, load your cargo – using all your knowledge and skill. Poor loading can mean capsizing and sinking. Your rank, if not your life, is always at stake!

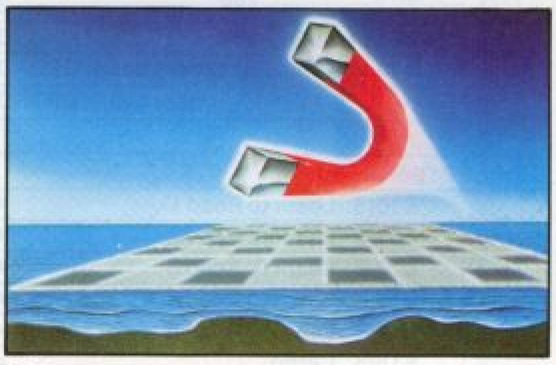


Glider
Be a glider pilot! The glider models real-life gliding conditions so that you can learn through experience. As the pilot you must consider the time of day, the amount of cloud cover and the kind of terrain below you in order to find the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield and land safely – if you can.



Survival
Discover what it is like to be an animal in the wild! Be a lion stalking your prey, escaping human hunters. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival models the natural world and brings to life hazards that different creatures must face in their struggle to stay alive.



Magnets
With an army of small magnets you set out to conquer the powerful supermagnets of your opponent. You have one weapon – your forces of magnetic attraction and repulsion.

The strategy is simple: attract smaller magnets to build strength to repel the super-magnet. When cornered, just turn your poles on your enemy and see what happens!

Learn to Read and Science Horizons programs are written for a 48K RAM Spectrum, and are supplied complete with comprehensive supporting documentation for parents and teachers.

ZX INTERFACE 2
THE NEW ROM CARTRIDGE AND JOYSTICK INTERFACE

Now available in shops



Loads programs instantly
Takes two joysticks
Just plug-in and play

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum system. It enables you to use new ZX ROM cartridge software: plug-in programs that load instantly. There are ten terrific games already available on cartridge. ZX Interface 2 also allows you to use one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs – or with dozens of other Spectrum programs.

ZX MICRODRIVE/ ZX INTERFACE 1

The ZX Microdrive System is unique. This compact, expandable add-on system provides high-speed access to massive data storage. With just one Microdrive and a ZX Interface 1 you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in a matter of seconds, the beginnings of a local area network of up to 64 Spectrums *and* a built-in RS232 interface. The cost? Less than £80.

How to get ZX Microdrive and ZX Interface™ 1

Spectrum owners who bought direct from us by mail order have been sent full details. Order forms are being mailed in strict rotation. If you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, send us the form at the bottom of this page and we'll add your name to the mailing list.

How to order

Complete the appropriate sections on the order form below. Note that there is no postage or packing to pay on software purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0200, 24 hours a day. Please allow 28 days for delivery.

™Sinclair, ZX Spectrum, ZX Microdrive, ZX, ZX Interface are trade marks of Sinclair Research Ltd.

sinclair®

Sinclair Research Ltd, Stanhope Road, Camberley, Surrey, GU15 3PS. Telephone: (0276) 685311.

To: Sinclair Research Ltd, FREEPOST, Camberley, Surrey, GU15 3BR.

ORDER FORM

Section A: Hardware

Qty	Item	Code	Item Price £	Total £
	ZX Interface 2	8501	19.95	
	ZX Spectrum – 48K	3000	129.95	
	ZX Spectrum – 16K	3002	99.95	
	Postage and packing: orders under £90	0028	2.95	
	orders over £90	0029	4.95	
			TOTAL £	

Section B: Software

Qty	Item		Code	Item Price £	Total £
	E10/S	Learn to Read 1	4309	9.95	
	E11/S	Learn to Read 2	4310	9.95	
	E12/S	Learn to Read 3	4311	9.95	
	E13/S	Learn to Read 4	4312	9.95	
	E14/S	Learn to Read 5	4313	9.95	
	E15/S	Cargo	4314	9.95	
	E16/S	Glider	4315	9.95	
	E17/S	Survival	4316	9.95	
	E18/S	Magnets	4317	9.95	
	E19/S	Early Punctuation	4318	7.95	
	E20/S	Speech Marks	4319	7.95	
	E21/S	Apostrophe	4320	7.95	
	E22/S	Capital Letters	4321	7.95	
	E23/S	Castle Spellerous	4322	7.95	
	E24/S	Alphabet Games	4323	7.95	
				TOTAL £	

*I enclose a cheque/postal order made payable to Sinclair Research Ltd for £________

*Please charge my Access/Barclaycard/Trustcard account no:

*Delete/complete as applicable.

Signature

Mr/Mrs/Miss

Address

CVG 401

(Please print)

ZX Microdrive™ information request

Please add my name to the Microdrive Mailing List *and* send me a colour brochure with full specifications of ZX Microdrive/Interface 1☐ *(tick here).*

Free Sinclair ZX™ Software Catalogue

Please reserve my priority copy of the January 1984 Sinclair ZX Spectrum Software Catalogue☐ *(tick here).*

Please use the form above to send your name and address.

GRAPHICS

By Garry Marshall

FANCY MAKING A DOUGHNUT?

This issue we present a short graphics program that shows how easily a complex shape can be plotted in a realistic way.

The object that is displayed has the shape of a ring doughnut, and its proper name is a Torus. By starting with a circle and a line that does not cut the circle anywhere, the shape of a Torus can be swept out by revolving the circle around the line. The accompanying illustrations, which were generated by our program, show cross-sections through the doughnut, all of which take the form of rings.

The program is written for the BBC Model B microcomputer and uses its highest resolution graphics mode. Since the only graphics commands in the program are the ones to set the graphics mode, and MOVE and DRAW, it is a simple matter to convert the program to run on any other micro having high-resolution graphics facilities.

The views of the Torus are drawn as they would be seen from a considerable distance. This simplifies the problem of constructing a perspective view. The direction of viewing is fixed by the two angles A1 and A2 as shown in the illustration.

The same names are used for the corresponding variables in the program. In fact these two angles are exactly those used in a co-ordinate system that is an invaluable aid in solid geometry and they are also used in astronomy, one of the angles is the azimuth.

In the program, R1 is the radius of the circle that sweeps out the Torus and R2 is its distance from the line about which it revolves.

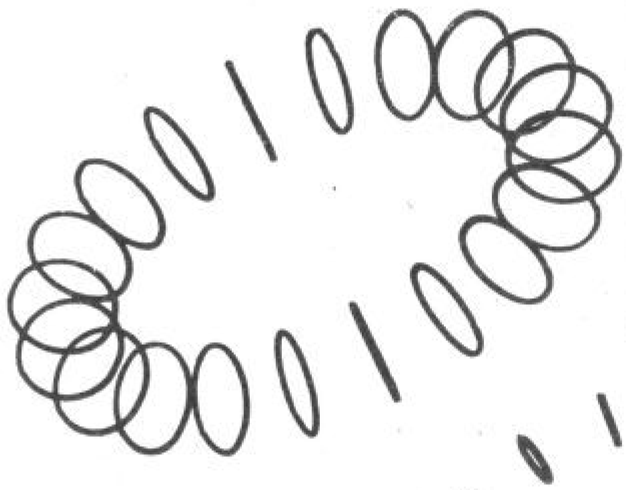
The arrays X and Y hold the x- and y-coordinates of points on each cross-section of the Torus that is plotted. All the other variables hold intermediate results.

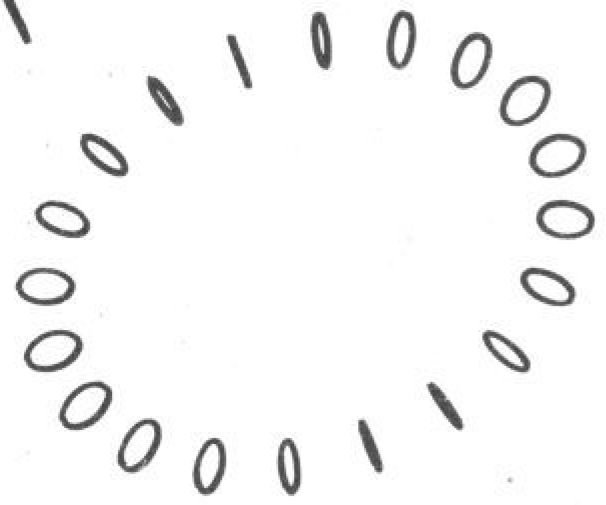
The illustrations were plotted using the following values.

For the first, R1 and R2 were 50 and 250 respectively, and A1 and A2 were both 45 degrees. For the second, R1 and R2 were 25 and 250, and A1 and A2 were both 60 degrees.

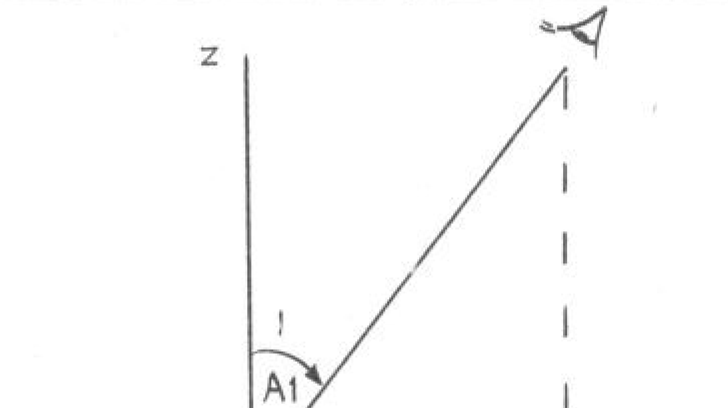
The program that produced the first Torus was the listing shown at the bottom lefthand side of this page.

These two illustration show the Torus plotted using the information in my article.





```
10 MODE 0
20 DIM CS(100), SN(100),
   X(100), Y(100)
30 DN = PI/50 : AN = 0
40 FOR I = 1 TO 100
50 CS(I) = COS(AN) : SN(I) =
   SIN(AN) : AN = AN+DN
60 NEXT I
70 R1=50 : R2=250 : A1=PI/4
   : A2=A1
80 FOR J = 1 TO 100
90 X(J)=R*+R12CS(J):Y(J)=R1*SN(J)
100 NEXT J
110 D1 = COS(A1) :
    D2=SIN(A1):D3=COS(A2):D4=SIN(A2)
120 FOR K=1 TO 100 STEP 5
130 C=CS(K) : S=SN(K)
140 E1 = D1*D3*C—D2*S : E2
    = D1*D4
150 E3 = —D4*C : E4 = D3
160 MOVE E1*X(1)
    +E2*Y(1)+700,
    E3*X(1)+E4*Y(1)+500
170 FOR L = 1 TO 100
180 DRAW
    E1*X(L)+E2*Y(L)+700,
    E3*X(L)+E4*Y(L)+500
190 NEXT L
200 NEXT K
210 END
```





	As	Ba	Ca	Du	Er	Fa	Ga	He	Ix	Ji	Ko	Li	Mu	Nu	Op	Pu	Qa	Ri	So	Tu	Us	Va	Wi	Xu	Yu
Asol		250	1000	1000	1000	111	250	250							1000					1000	333		500	1000	
Barov			1000	1000							1000		250						1000	1000					
Cazuv	1000	1000				1000				1000				250		1000			500						
Dusup							1000	1000	500								1000						250		
Erak		1000	1000	1000		1000				1000	250		166	500				500	500	1000	500	500	1000		
Fadis	1000			1000	500				1000		500			1000		500		333		1000		1000	333		250
Gazor								333		500			250		166					333					1000
Hezod		1000	1000		1000								1000	500			1000						1000		500
Ixip			1000	1000		1000											1000	500			1000	1000		1000	
Jinis	500		250		500						1000	500	250	111	1000		1000				1000				
Kolol	125		1000			250		1000				1000		250	1000	500					250		500	1000	
Lizag		500		250	125					1000	500		200			250						1000	1000		
Mupip		1000	500	250	1000	500				1000	1000			1000	111		1000		1000	1000	250				1000
Nuzet	83	1000		1000		166					111	1000			500	500		1000		250	250				1000
Opod				1000		1000	1000	250				1000					166					1000		1000	
Pulud						500	1000	500		500		250		500	1000			1000	1000		1000	1000		250	1000
Qavuv	1000	1000			1000		1000		1000			250			500				1000			1000			1000
Rivev	200		1000	166					250	1000			1000		1000					1000	1000	500	250	1000	1000
Soner		333	333						1000						1000								1000		
Tubox		1000	1000				250						1000	1000	1000			1000			1000				500
Usugx				1000	1000	125					500		500												
Vasux				111	1000				1000					1000	1000						1000				111
Widan	333			1000					1000	1000			250		1000					1000		1000		1000	
Xugod								1000		1000						500		1000		1000		1000	1000		
Yuses			1000						1000			1000			1000		500			166	1000		1000	1000	

A FEELING OF DÉJÀ VU?

"Dear Sir", writes a reader from Cumbria, "after careful study of the Seventh Empire maps for November and December I think JADEG will provide the best trade index (about 1050).

"Furthermore I feel that only 23 battles will take place; with bonuses of −2 at XAPUS and −3 at GIRIX.

"All of these predictions will surely come about unless the JADEG "mole" is discovered in time.

"Please send me some software for my BBC model B as a prize when JADEG romps home again in January!"

I was rather surprised to find such a letter waiting for me. Did this man have hidden powers? Could he really predict so much detail about forthcoming games? There had to be a simple explanation; and unfortunately there was.

For some reason known only to the office Pet — the computer kind — the machine did not accept any of the moves which I so carefully typed in for turn 5 of the game. This is why the results as printed in December's issue are so similar to the previous set! In fact, most are identical apart from the odd imperial ship.

So I gathered the crumpled order forms from the darkest recesses of the *C&VG* office and typed them in again. With everything crossed that was physically possible I set the computer to re-process turn 5. And hey-presto, as they say, everything seemed to work fine!

So it appears that the results as printed in December's issue were incorrect. Therefore, we're going to forget that they ever existed and on this page you'll find the result of turn 5 again, but correct this time.

Your orders are due in for turn 6, which will now run in February's issue. If you have already sent turn 6 moves, I'm afraid that you'll have to send them again as your positions in the galaxy will have changed.

The computer will, as usual, be available on Friday afternoons if you'd like to give me a call. I should then be able to tell you your current positions if you have your code number handy. You'll find the 'phone number in the Seventh Empire rulebook.

TRADING COMPETITION

Quite a few people have applied to join the game during the last month, but I have not entered you as you would not have been able to supply moves in time. However, I'll keep your names. Then, if the game is restarted you will be on the top of the pile. Now, forgetting that December's page ever existed, here are the results of turn 5. Starting as always with the trading competition. Highest trade index is a LOKIK, with a value of 800. From a large pile of entries, there were 2 correct answers. The high scorer in the trade index was correctly predicted by Barry Wooffitt and D. Gritz. If these people could contact me with details of their computer I'll send you some software for your efforts.

BATTLE REPORT

Just ten battles were fought during turn 5, and again none was successful. Battle bonuses are all zero. The raid penalty is still 1. The new positions of the imperial ships and their controlling players are like this . . . D'Taan's Science empire is at soner and controlled by player 3201. Sun is at Widan (player 1781), Pirate is

	Compare new star to the star you left	Moving orders
MOVE:	Does it belong to a **friendly** empire? Is it 1 square away, either vertically, horizontally **or** diagonally?	
TRADE:	Does it belong to a **friendly** empire? Is it 1 square away, either vertically, horizontally **or** diagonally? Is it a **different** star **type**?	
RAID:	Is it 1 square away, vertically or horizontally but **not** diagonally?	Is it the **first** movement phase?
	Does it belong to an **alien** empire?	Is it **followed** by a Return order?
RETURN:	Is the fleet Returning to a star belonging to the **same** empire as it left on the first movement phase?	Is it the **second** movement phase?
	Is it 1 square away, vertically or horizontally but **not** diagonally?	Does it follow a Raid order?
ATTACK:	Does it belong to an **enemy** empire?	If it's first movement phase, is it followed by a Stay order?
	Is it 1 square away, vertically or horizontally but **not** diagonally?	If it's second movement phase, did fleet move in its own empire on first movement phase?
STAY:	Is fleet staying at present star?	Was your first order anything but a Raid order?
CARGO, JUMP AND PLUNDER:	Does fleet start game turn at a Gateway Star?	Has it only one order over both movement phases?
	Does it move to a Gateway Star?	Is the other movement phase crossed out?
	Is it a different Gateway Star?	

Friendly = Empire which a fleet's current empire is **not** at war with.
Enemy = Empire which a fleet's current empire **is** at war with.
Same = **Same** empire as the one you've left.
Alien = A star belonging to an empire **other** than the one you left.

The Checklist Chart is one way of ensuring that you have not entered an illegal order which may result in one of your fleets becoming lost in space.

Whatever movement orders you have given each of your seven fleets, they should be checked against this chart. And if you can answer "Yes" to each of the questions set out there, then the move is a valid one.

If you come up with a "No" then the order is illegal in that context. In order to prompt "Yes" answers, some of the questions are phrased in an unusual way.

TH EMPIRE

not placed but is now under the control of player 2064, Bloodline at gazor (1780). Deat at Yuses (2754), Amethyst at usug (1877) and water at Mupip (player at 2182).

SCORES

Top scorer for turn 5 is N. Faruque, who scored 6000 this turn. Owing to last month's error, overall scores for the next 2 turns will also include any profit generated by the machine during the first run of turn 5. However, all scores are relative and the top ten should not be affected. The rest of the top ten for turn 5 looks like this . . .

From positions 9 to 1, players 3201 (5999 points), 3362 (5222), 3183 (5111), 1925 (5000), 1781 (5000), 2726 (4925), 3420 (4850), 2428 (4000) and player 1698 who also has 4000.

To find your own profit for turn 5, use the table above which should be right this month! Cargo profits are printed normally, while plunder profits are reversed.

The star travelled from is printed in full down the left hand side, while the star travelled to is abbreviated along the top.

Orders are now due in for turn 6. As I said before, any orders already with us for turn 6 will have to be sent again. Because of this, though, I will accept orders from these players over the telephone but ONLY between 11am and midday Monday to Friday. We're afraid that there will be nobody available at other times.

Please use the 'phone number as given in the rulebook, and ask for the Seventh Empire orders dept. Closing date for moves is Wednesday 21st December 1983.

FOZUZ ○ 249 0	LARUB ♦ 223 300	YIBET ♦ 260 0	XOLIP ♥ 260 0	ITIL ♥ 206 66	FUNUS ♥ 227 0	LULIP ♦ 222 225	YANOK ♥ 263 0	XOKEG ♦ 218 0	ISOX ○ 212 100
VIZAX ○ 221 40	QIRUS ♥ 216 142	HAZAN ♦ 237 250	ABOB ○ 233 80	SONER * 386 40	VEPOZ ♥ 210 100	QATOT ○ 238 250	HEZOD * 414 33	ASOL * 427 66	SUXEK ♥ 225 200
BAROV * 327 0	WIDAN * 320 100	RURUS ○ 241 100	MUPIP * 356 112	NAXIG ○ 217 100	BETID ♦ 212 131	WAVAB ○ 222 200	RIVEV * 353 0	MEGUD ○ 218 50	NABOK ○ 209 200
DALIX ♥ 221 200	OLEX ♥ 254 0	TASAT ♥ 250 100	CAZUV * 321 0	GOVAX ♥ 225 300	DITUG ♦ 253 100	OKAP ♥ 269 133	TOXAZ ♦ 199 0	CIXAN ♦ 238 200	GOTEG ♥ 221 0
ERAK * 308 100	KOVEP ♦ 217 75	USUG * 375 125	PEBOB ♥ 297 184	JADEG ♦ 243 60	ENAK ○ 253 600	KEPAR ♥ 234 0	UGON ♦ 236 0	POROV ♦ 223 0	JINIS * 294 25
FADIS * 329 0	LOKIK ♥ 242 800	YUSES * 328 150	XAPUS ○ 216 350	IXIP * 398 33	FAGIL ♥ 241 200	LIZAG * 348 25	YODAZ ♦ 225 0	XUGOD * 360 150	IBED ♥ 241 0
VASUX * 318 0	QUXIN ○ 210 300	HIPEB ♦ 252 37	ASOR ○ 246 350	SIDAL ♥ 239 100	VIZET ♦ 267 0	QAVUV * 392 37	HAKUB ○ 226 66	APEL ♦ 263 180	SABAG ♥ 247 0
BUREP ♥ 210 66	WAGAP ♥ 213 100	ROLEK ♥ 257 0	MINEP ○ 217 225	NUVEX ♥ 260 200	BAZIX ○ 235 50	WUPIV ♥ 217 0	RORUL ♥ 265 100	MEDEN ♦ 226 75	NUZET * 343 600
DUSUP * 323 0	OPOD * 321 0	TUBOX * 308 0	CIGER ○ 227 100	GAZOR * 431 42	DABAG ♥ 236 171	OTAN ♦ 227 300	TUXUX ○ 207 0	CESER ♥ 222 120	GIRIX ♦ 210 300
ELAR ○ 221 0	KERUP ♦ 267 0	ULEB ♥ 207 100	PIRAD ♥ 235 133	JAXEL ○ 246 100	EDIB ♦ 215 112	KOLOL * 338 150	UKOP ○ 211 66	PULUD * 338 0	JUVAK ♦ 220 0

The Galactic Map

Orders in Block Caps please

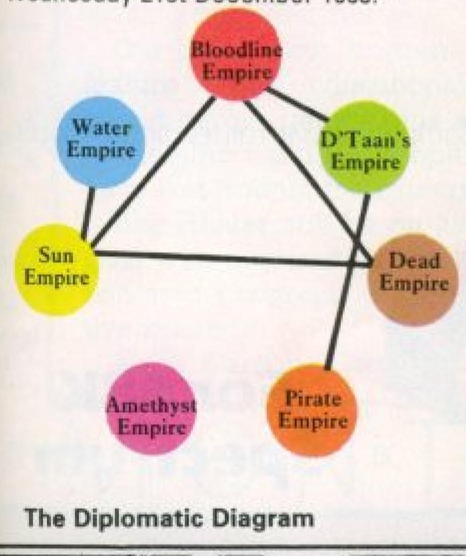
Name: . . . .

Code No: . . . . Telephone No: . . . .

		1st Movement phase		2nd Movement phase	
	AT	ACTION	STAR	ACTION	STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

I wish to mcve the . . . . Empire's Imperial Ship from . . . . to . . . .

Please notify us separately of any change of address.



The Diplomatic Diagram

fantasy
SOFTWARE

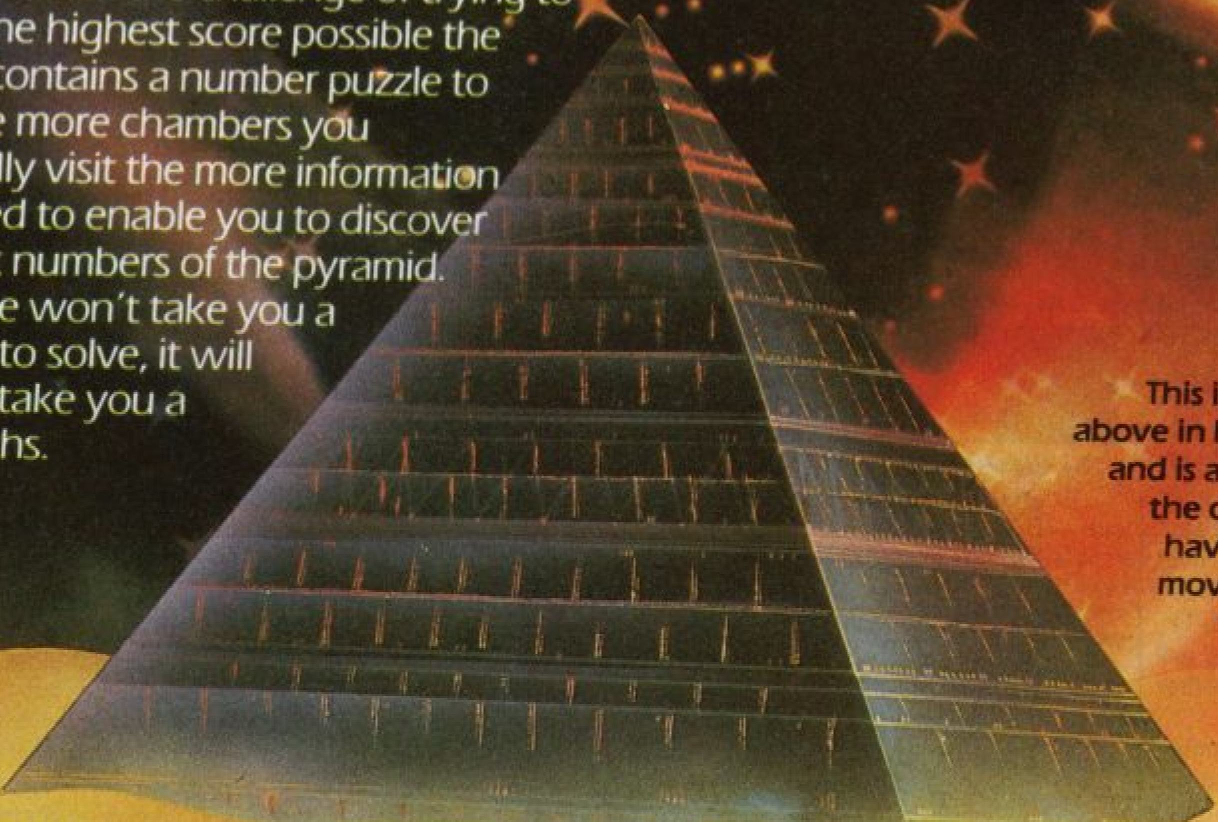
THE PYRAMID is an arcade style game which has a very adventurous feel to it.

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You proceed to explore the Pyramid from top to bottom with the difficulty generally increasing with the depth of level. Depending on the choice of exit from each chamber you are likely to have a different game every time you play.

Apart from the challenge of trying to achieve the highest score possible the pyramid contains a number puzzle to solve. The more chambers you successfully visit the more information is gathered to enable you to discover the secret numbers of the pyramid. The puzzle won't take you a few days to solve, it will probably take you a few months.





This is "ZIGGY". He is shown above in his exploratory capsule and is a true representation of the on screen graphics. You have total control over his movements as you explore the many chambers of "THE PYRAMID".

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THIS ONE YOU MUST NOT MISS!

Games galore in our bumper February edition with the action-packed Book of Games attached.

The Book of Games will be a 52 fun packed bumper add-on to your favourite computer magazine. All the top micros will be featured — with a couple of games for each machine all tried and tested by our review team to ensure top quality games.

We also intend to have a few surprise competitions thrown in with some of the listings to give our Book of Games that special added ingredient — more fun! So rush out to your newsagents on January 16th and get your hands on this extra special issue of *C&VG!*

And at last we hope to be bringing you the long awaited and much heralded Coleco Adam competition! Yes, we're finally going to get our hands on some of these computer systems from the people who brought you the ColecoVision video games centre.

Professor Video will be lecturing again in our Video Gaming pages with tips on Q*Bert and we'll also be bringing you all the latest news plus our regular Joystick Jury reviews.

The Seventh Empire WILL be striking back! All you long suffering Empire addicts shouldn't despair as the end — and the grand prize — is in sight. The glittering prize could be yours if you've managed to stay the course!

All that plus our regular articles and features which bring the wonderful world of computer gaming into your home.

Our brand new Program-Extra feature offers educational tips based on our games plus an extra helping hand for people who have just bought their micros.

Bug Hunter will be on hand to deal with any nasties who crept into your programs over the festive season.

Keith Campbell will be back on the trail of treasure, demons, dragons, and elves and bringing news of a fun competition where you could be the lucky winner of Melbourne House's brand new Sherlock Holmes game.

We will be announcing the winners of the Golden Joysticks Awards.

Throughout the year you have been filling in and sending us your votes for Best Arcade Type Game, Best Strategy Game, Best Original Game, Game of the Year and Software House of the Year.

The much sought after golden joysticks will be presented to representatives of the winning software houses at a special presentation lunch to be held in London in January.

But it's not just the software houses who will be receiving the goodies in our February issue. We will be also announcing the lucky ten winners of our Decathlon competition — each of whom will be receiving an Atari VCS plus three of Activision's latest games to go with each.

There will be an exclusive interview with the world's number one video game designer — Mr Pitfall — David Crane.

We also plan to bring you a round-up of computer add-ons to compliment our Games Players' Guide to Micros in our December issue. Plus a look at all the latest joysticks for micros and video games centres.

We might also be able to squeeze in a feature on laser discs and you'll soon be able to interface them with your friendly home computer and play even better games.



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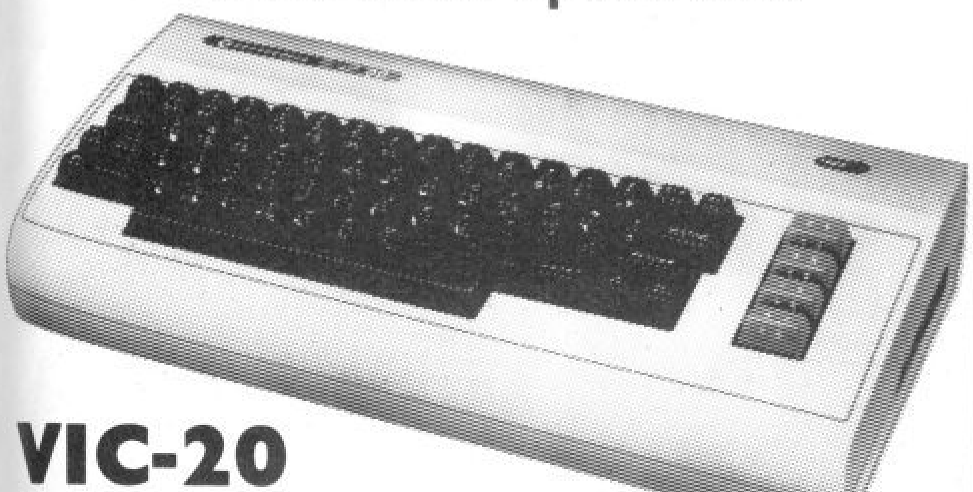
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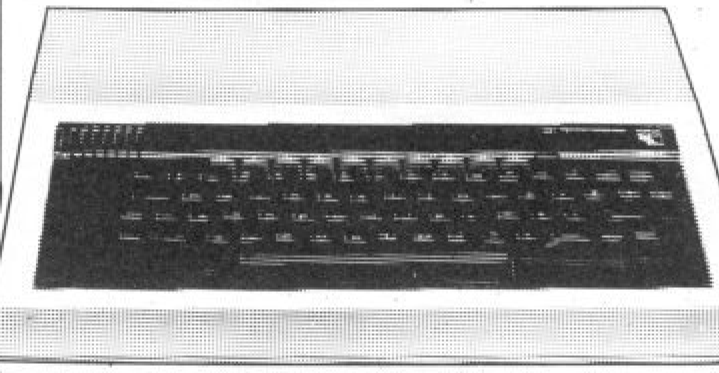
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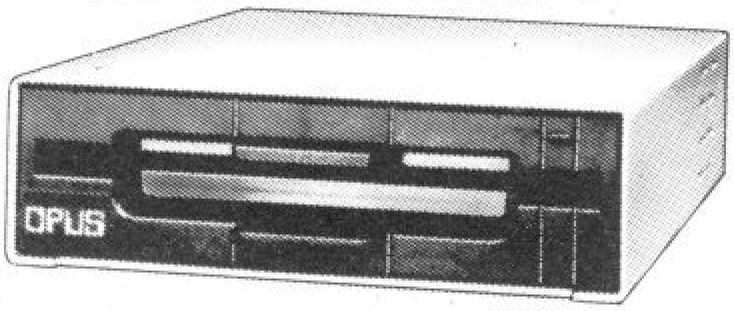
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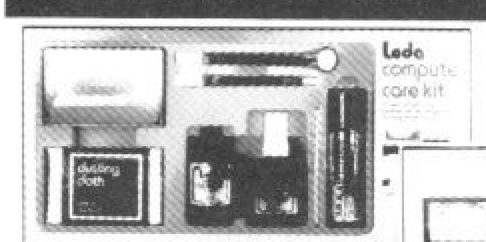
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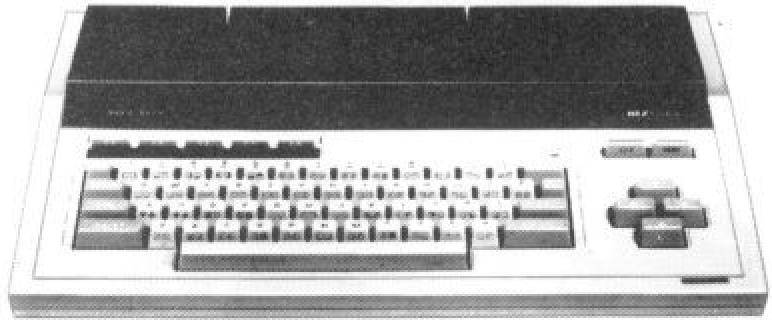
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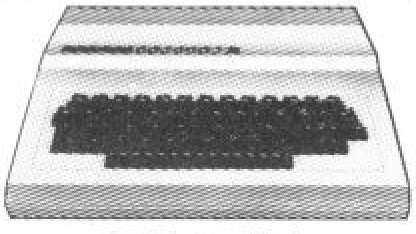
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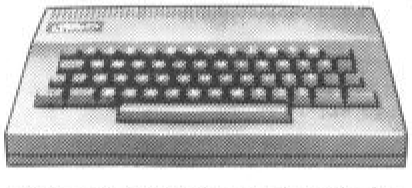
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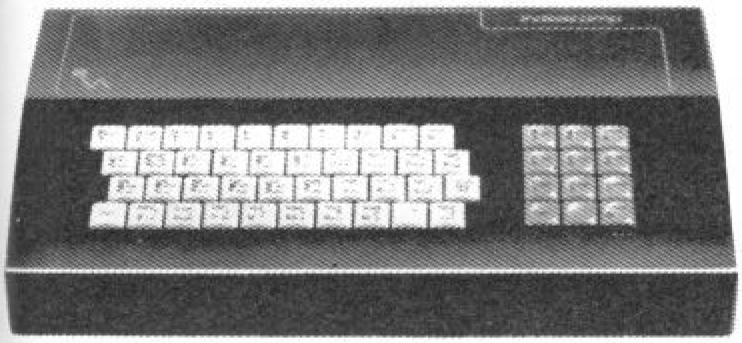
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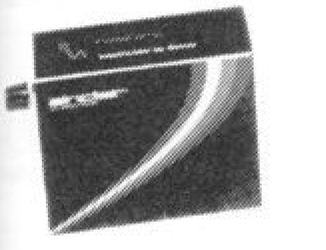
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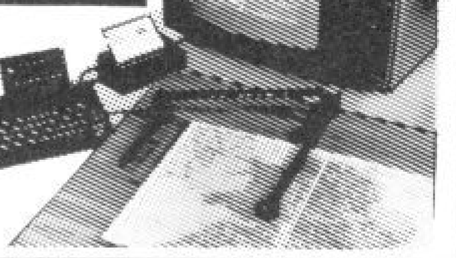


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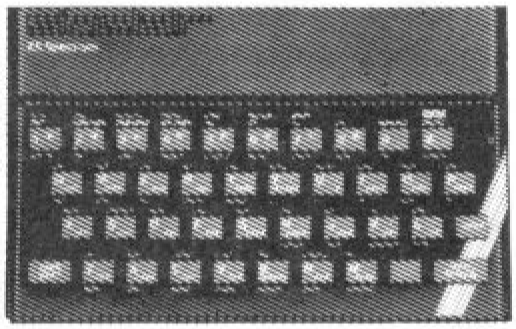
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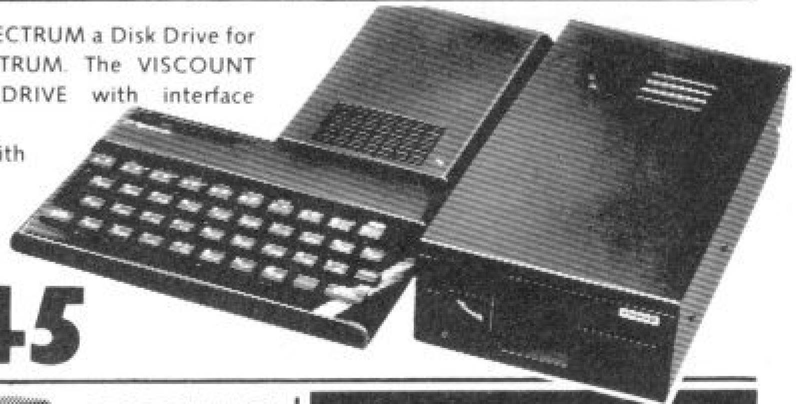


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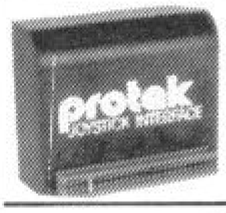
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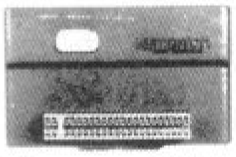


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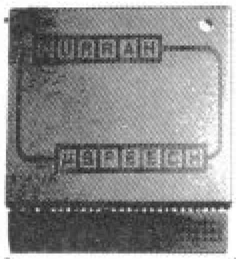
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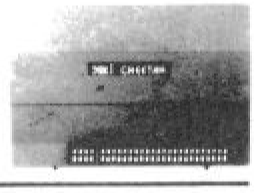
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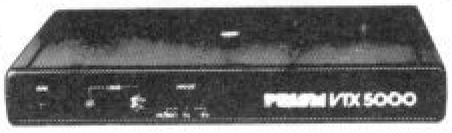
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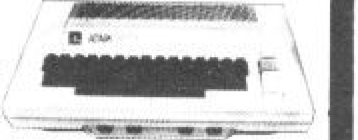
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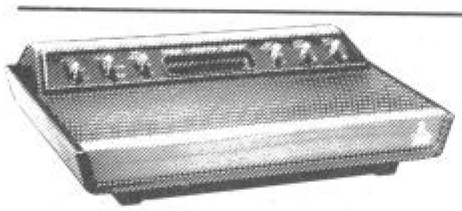
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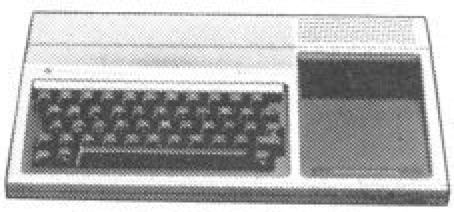




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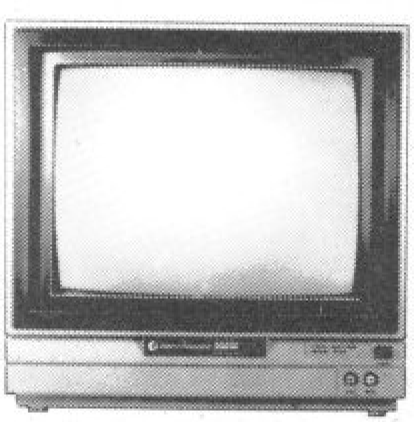
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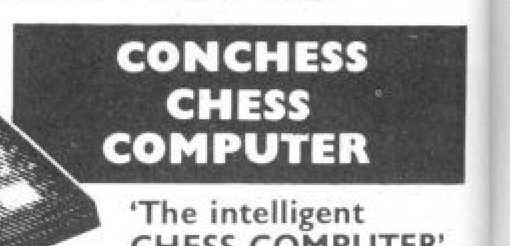
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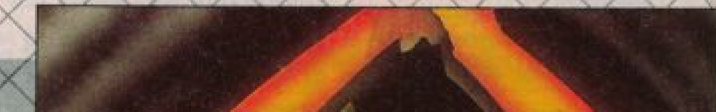
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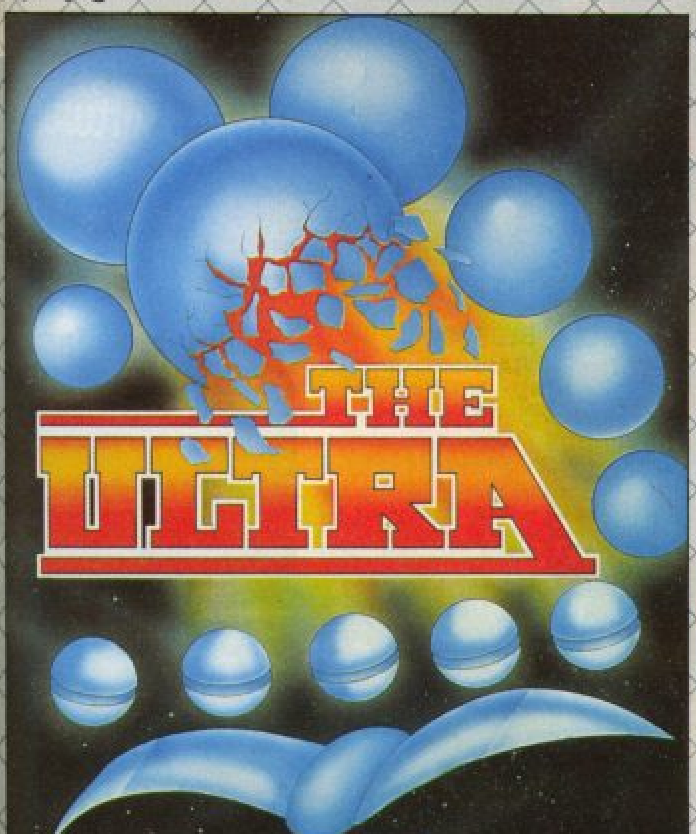
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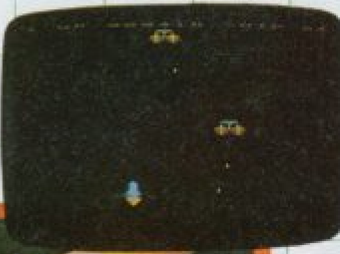
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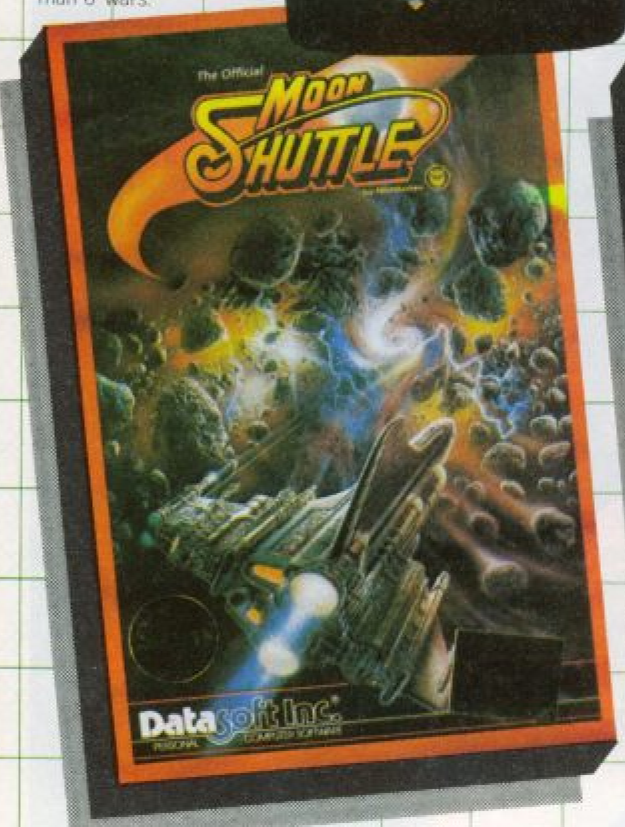
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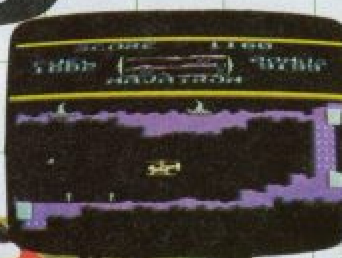
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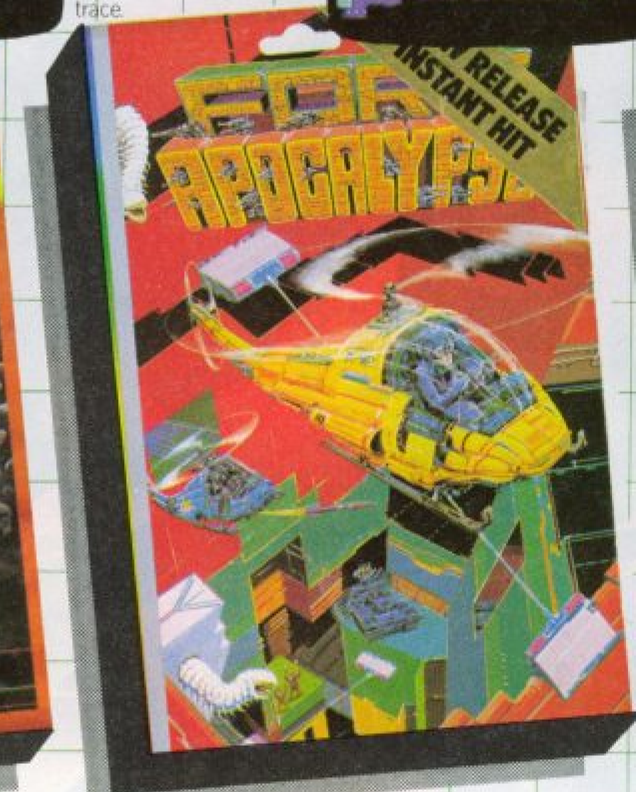
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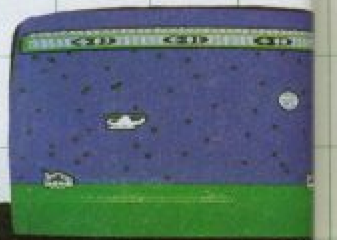


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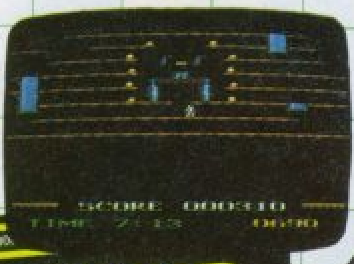


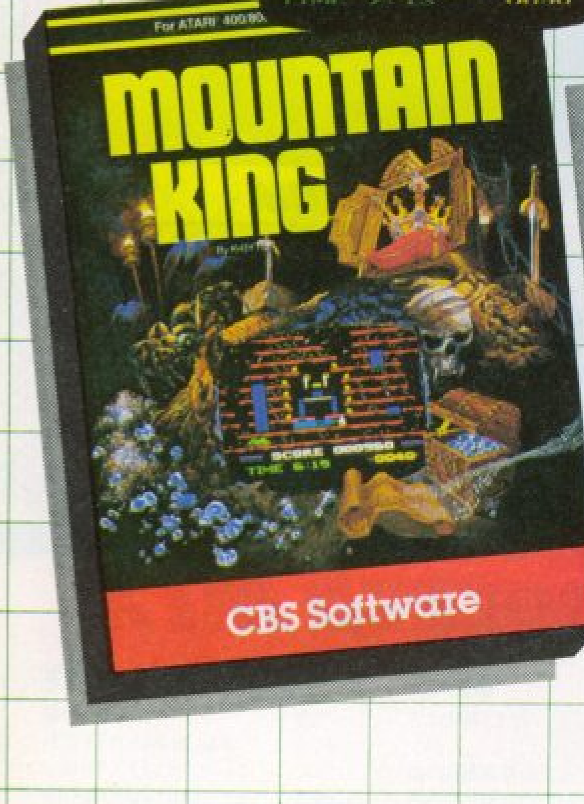
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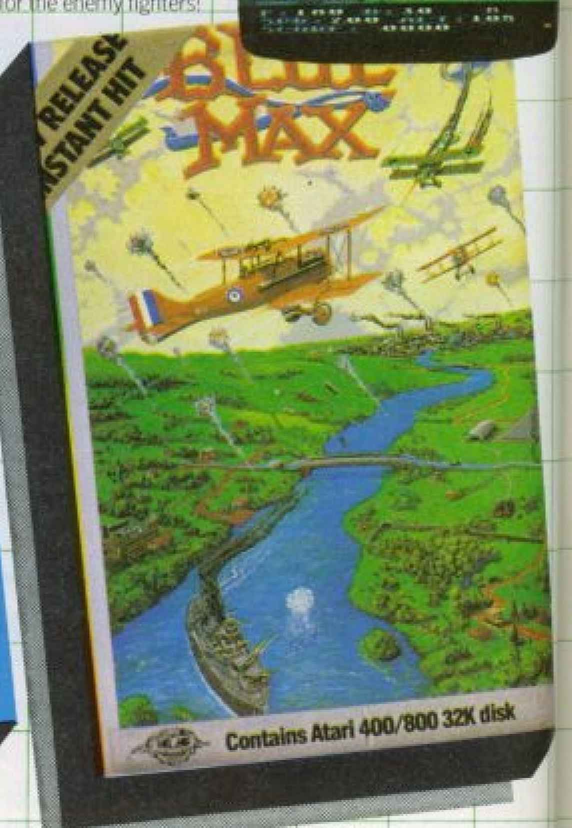
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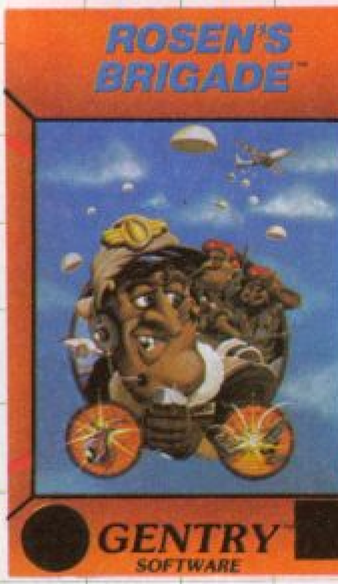
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The only way this can be done is by destroying the powerful computer that controls all things.

After being transported to the Corridors of Genon you'll need your wits about you to master the door codes and venture through the corridors to locate the computer. While this is going on the computer will know your exact whereabouts and try to force you into a mistake by closing doors around you.

The computer also controls Bogul – the guardian of the corridors who can reduce your thought power (ESP) every time it finds and bogulises you, so you'd better listen out for its approaching footsteps!

Should you locate the computer and should your ESP be sufficient you'll have to pull on all your energy to try and master the 3 digit self destruct code.

With this done, now is the time to escape from the corridors. No door codes to worry about this time. But its no easy task as Bogul will have cloned – how many times though? Well that depends on how long you took to crack the self destruct code. There could be as many as eight! And you'd better be careful as only one Bogulisation and you've had it!

Full colour graphics, sound effects and, of course, 3D machine code action as you would expect from Malcolm Evans 'the 3D expert'*, to push your 48K Spectrum to its limits. 'Corridors of Genon' is supplied with a keyboard overlay and is also compatible with the Kempston joystick.

If you survive this you could try . . .

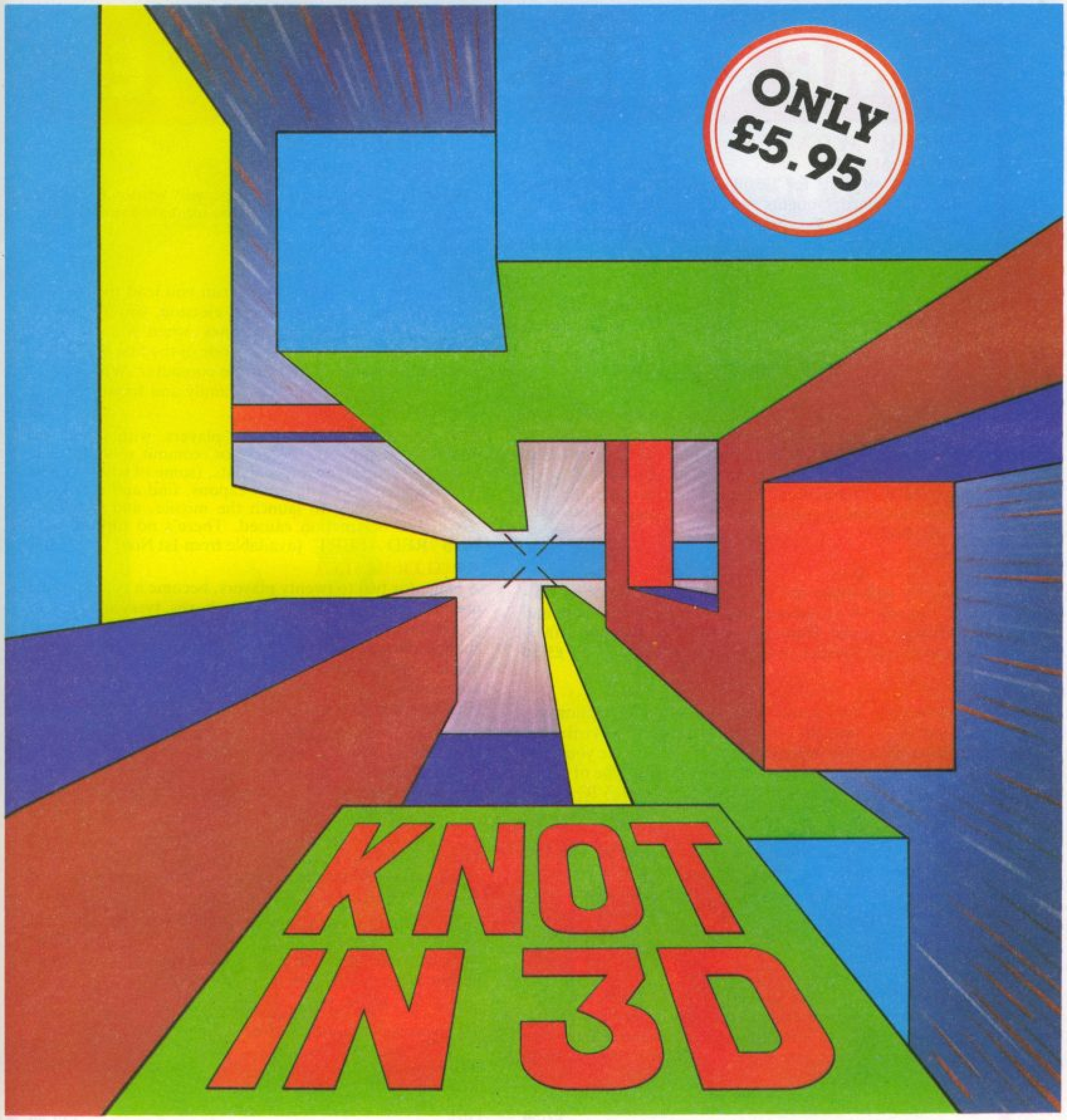
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** Computer & Video Games*

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Imagine yourself in a capsule hurtling through a void while leaving a trail behind you. The only manoeuvres possible are up, down, forward, left and right. How long can you survive without crashing into your own trail? As the trails build up so your reactions will need to sharpen up. To make the game that little bit more interesting we've added the complication of up to four rogue chasers that attempt to block your path. The challenge is not only to avoid the chasers and score points but to try and work out a playing strategy – you won't find this easy!

Naturally you'll be terminated when you out manoeuvre yourself and get caught in 'the knot'!

Don't just take our word for it – *'A highly original, professional and exciting game and one that I could play all night – very highly recommended'* – ZX Computing.

'Knot in 3D must be one of the most beautiful, graphically, games to be seen on the Spectrum' – Popular Computing Weekly.

'Even 3D maze games can get repetitive but Knot in 3D contrives to be an interesting and innovative game by standing the 3D maze concept on its head'. – Personal Computer News.

'Most 3D games have either a graphic display or an addictive playable game – but not both, this is one of the few that combine these qualities'. – Computer & Video Games. But that's not all . . .

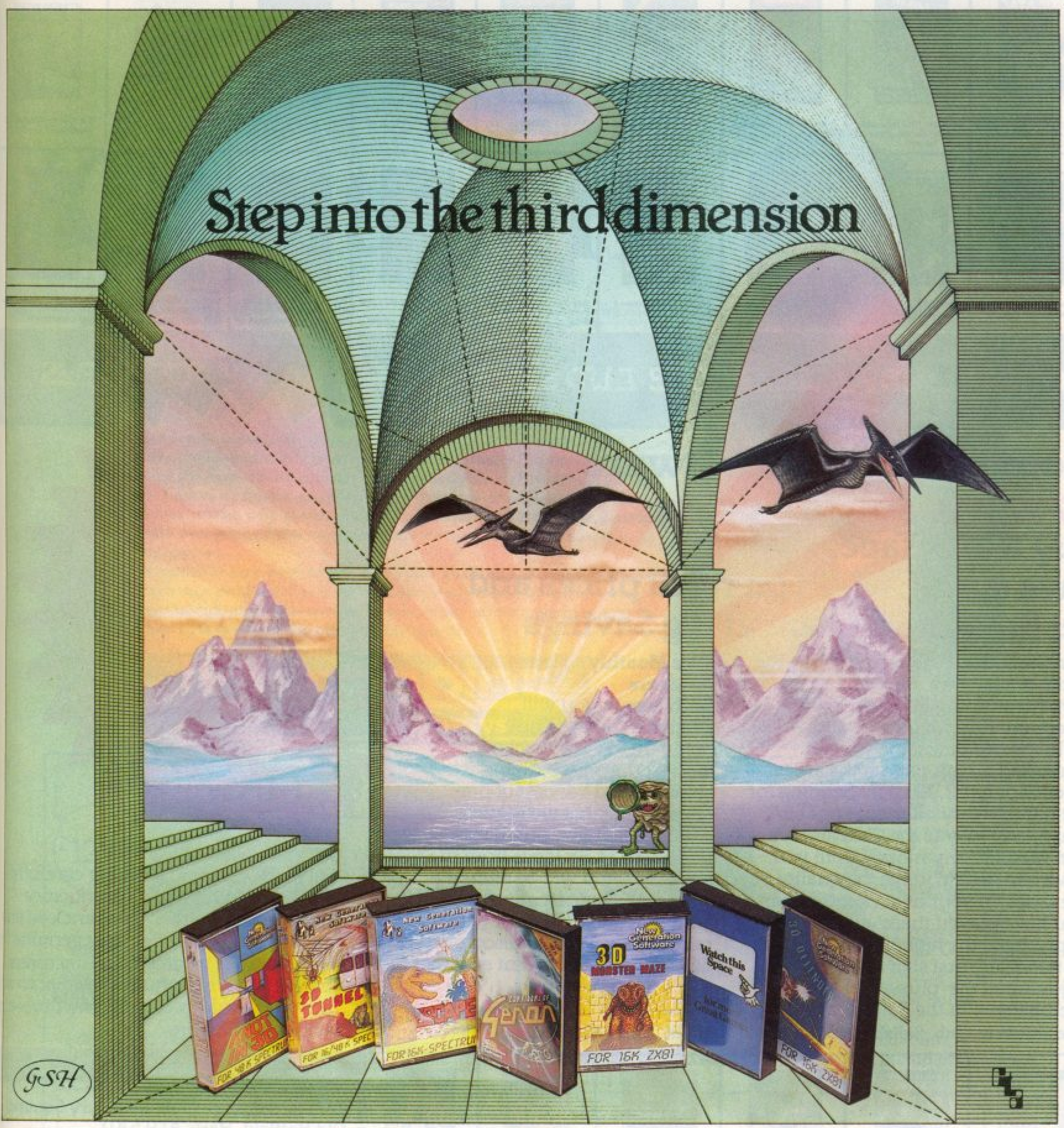
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Compatible with the Kempston Joystick

GSH



Take a giant step closer to reality with New Generation Software. The 3D Graphics of New Generation programs bring the screen alive and makes other games look as flat as snakes and ladders.

Spectrum owners will find that seeing is believing when they open the door on 'THE CORRIDORS OF GENON', the latest creation from New Generation. You will be saving the Universe from the evil that now controls all things. But beware – the sound of footsteps approaching could be Bogul!

Hurtle into a void leaving a trail for your unseen pursuers in 'KNOT IN 3D'. Weave your way through up to five trails but be careful, you could get knotted! Or travel through the depths of a moving tunnel full of bats, rats, spiders and toads in '3D TUNNEL', with a special surprise in the 48 K version.

Stamina is the vital ingredient of 'ESCAPE', as you'll be venturing into the maze pursued by walking and flying dinosaurs.

ZX81 owners must be prepared for the shock of coming face to face with the T. Rex that leaps out from '3D MONSTER MAZE'. '3D DEFENDER' takes you out of this world and plunges you into space in a fast moving game to defend your home planet against alien spacecraft in a blitz of explosions, plasma blasts and photon beams.

All these exciting 3D games have been designed by Malcolm Evans, the 3D expert. They'll have you leaping out of your seat because you don't just play New Generation games, you live them.

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'It is a superb program, and a well conceived plot. Brilliant!' 'Value for money 100%' Home Computing Weekly

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C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: ....

Machine make: .... Model ....

Other models it should run on: .... Number of K needed to run it: ....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: ....

Author's Christian name: .... Surname: ....

Address: ....

....

.... Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

....

....

Office use only

Date received: ....

Acknowledgement sent: ☐

Name of evaluator: ....

Date sent out: ....

Date due back: ....

Needs to be returned to author for alterations: ☐ Date sent: ....

Due to be published in issue of magazine. ....

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐


'...nobody sells micros better.'
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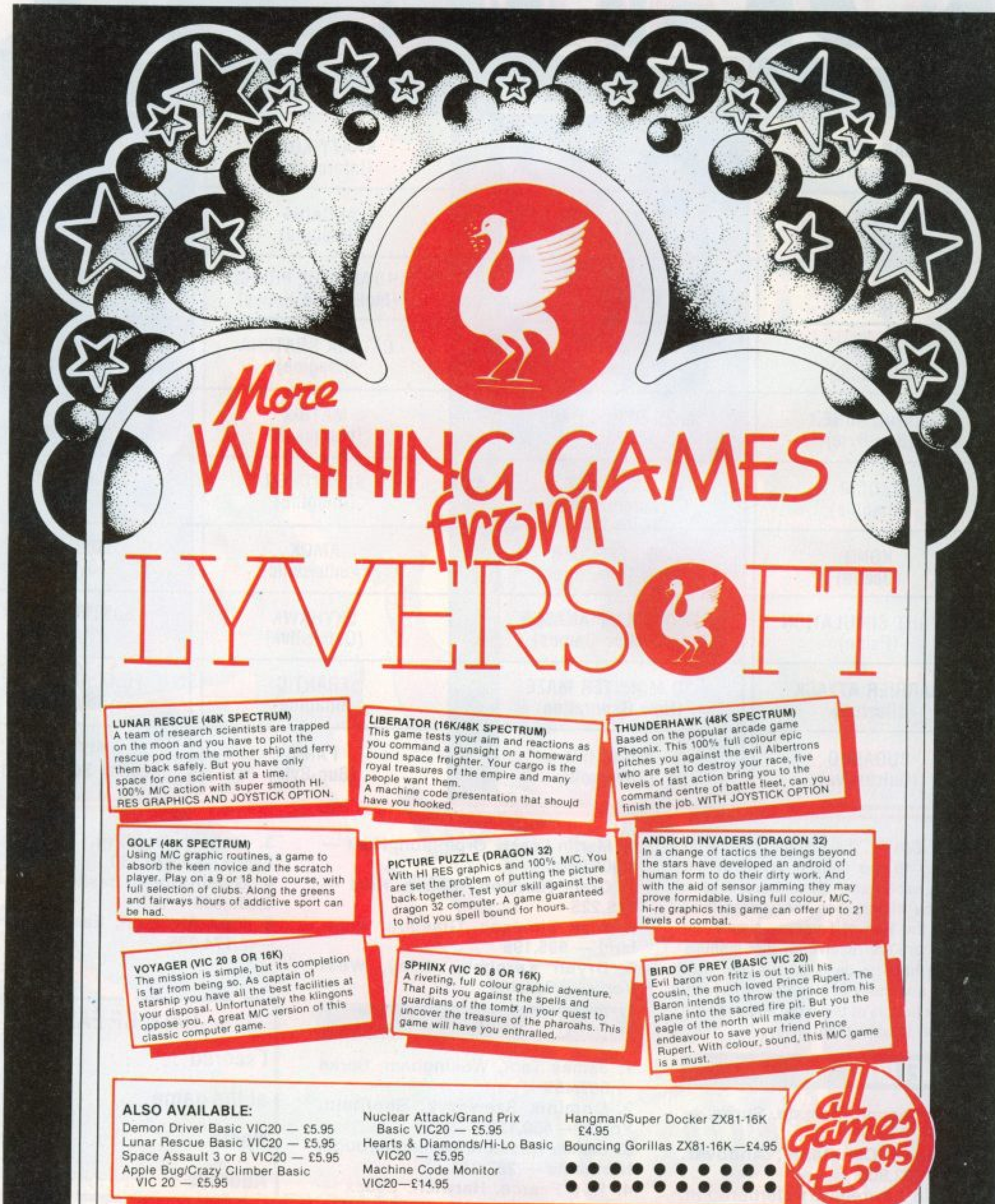
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TI99/4A COMPUTER + joysticks + cassette lead, £70. Parsec + Connect 4 + Teach Yourself Basic. £30. (Ext). Basic £40. Adventure Pirate/St. Odyssey £30. Everything £150. Tel: 0705 527031.

SIX COMMODORE 64 games with sprites, sound and colour £4.90. Also PET software collection for sale games/utilities. Telephone Eastbourne 0323 642753.

ATARI 800 + 48K + disc drive, free tape recorder + 100 free programs. Phone 0382 739673 after 6pm.

ATARI 400. 48K with full-stroke keyboard, Basic cartridge, program recorder and rigid plastic dust cover for sale. £220 ono. Tel: Mrs. Adams on 01-897 9014 after 6.00pm.

ATARI 400 16K plus programme recorder, Basic cartridge manuals, games and books. Tel: Leeds 610550 after 5pm. £120 ono.

SPECTRUM 48K plus £300 software plus cassette recorder. All for £160. Tel: (95) 23968 any time!

TI99/4A PROG PACK 1: 10 arcade strategy and adventure type programs for only £5. T. Wilmott, 3 Somerset Place, Somerset Bridge, Bridgwater, Somerset.

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TERMS & CONDITIONS

1. Trade advertisers will appear in the MicroAds section, private advertisers in the MicroSell section.
2. All lineage advertisements MUST BE PRE-PAID (Cheques and postal orders made payable to Computer & Video Games).
3. The Publishers reserve the right to refuse an advertisement.

The sharp-eyed amongst you will have spotted the subtle changes made to the classified advertising section in this issue of *Computer & Video Games*.

These changes will be even more apparent from February onwards when we shall be offering lineage advertising to those of you selling goods and services for profit (what's that?). These will appear under the heading of **MicroAds** together with semi-display advertisements (formerly "Supermarket"). For semi-display ads the minimum size will now be two centimetres and we shall also offer the opportunity of taking an ad across two or even three columns.

If you've got an old ZX80 gathering dust in the attic, a collection of unused software cluttering up your shelves or anything else you want to get rid of you can still do so through the **MicroSell** section of the magazine which has now been going for several months.

To place a semi-display advertisement in the magazine send in your copy to **C&VG, 8 Herbal Hill, London EC1R 5EJ.** To place a lineage advertisement, in either **MicroAds** or **MicroSell** fill in the order form on page 167 of this issue.

We hope you take advantage of these new advertising options and would like to take the opportunity of wishing you all a very prosperous New Year.

ADVERTISEMENT INDEX



Thrusta
by Patrick Richmond
FOR THE 16/48K SPECTRUM
SUPERB GRAPHICS,
100% MACHINE CODE,
FUN PACKED ARCADE ACTION
ONLY £5.95
ALSO AVAILABLE
PUSH OFF 16/48K SPECTRUM
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OMETRON 48K SPECTRUM
SPACE JOUST UNEXP. VIC 20
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Imagine ..the name of the game

SITUATIONS AVAILABLE AT

IMAGINE SOFTWARE LTD is the largest and most successful game software house outside of the U.S.A. with more than 100 staff occupying 19,000 square feet of premises throughout Liverpool. Imagine Software are at the forefront of todays exciting software industry. As a result of Imagines' advanced and imaginative expansion program the following positions have become available. In all cases renumeration is commensurate with ability and seniority and is above industry standards. In many cases a new car and numerous fringe benefits will be part of the package. Relocation assistance will be given to successful candidates wherever needed.

SENIOR SOFTWARE MANAGER

A position exists for a Senior Manager who will be responsible for several departments working in diverse areas of software design and production. Applicants must have proven experience in commercially orientated software environments and a wide range of technical knowledge and skills.

This is a very senior position with many exciting and rewarding aspects. Career prospects are excellent.

SOFTWARE MANAGERS

Two positions exist to manage large software departments at the forefront of the games industry. Applicants must have a proven knowledge and interest in computer games. A wide range of software skills and experience in managing programming staff.

SOFTWARE ARTISTS/GAMES PROGRAMMERS

Eight positions are available for programmers with both the technical ability and the creative skills needed to invent and code best selling games.

Fluency in at least one assembly language, artistic ability plus proven experience are the necessary qualifications. The successful applicants will be working in an innovative environment with the best available development software and equipment and will be provided with a high level of technical back up. This is the ultimate career opening for games programmers.

SYSTEMS SOFTWARE PROGRAMMERS

Two positions exist for systems software programmers working on very advanced products. Both positions are exciting and innovative. For the first, applicants must be fluent in the 'C' language and MCS68000 assembler and be familiar with Unix type operating systems. Applicants must be able to demonstrate a wide knowledge of advanced development tools.

The second position requires a fluency in pascal and MCS68000 assembler and familiarity with the UCSD operating system. Experience of computer graphics and general business orientated applications software will be an advantage.

PROGRAMMERS

Thirty positions exist for programmers working in a team environment on many diverse aspects of microcomputer software, including the conversion and adaption of games to new microcomputers.

Applicants should be fluent in at least, one assembly language and have great familiarity with at least one currently popular consumer microcomputer. Experience is not necessary but provable ability is a qualifying factor.

GRAPHICS PROGRAMMERS

Two positions are available for programmers with skills, experience and knowledge of microcomputer graphics as applied to games software.

Applicants must be fluent in at least one popular microcomputer assembly language and preferably have a working knowledge of one other, plus familiarity with currently available microcomputer capability. Provable experience and/or ability essential.

COMPUTER MUSICIANS

Two openings are available for programmers who have the ability to write music and sound effects for popular micros. The applicants must have a good knowledge of an assembly language and proven musical skills.

GAME DESIGNERS

Two positions exist for game designers to design a wide variety of entertainment software. Applicants will have both experience in general games design and theory plus a working knowledge of microcomputers.

TECHNICAL WRITER

An opening exists for a technical writer to prepare software manuals for both commercial products and internal development tools. A recognised writing qualification will be necessary for applicants as will a very wide working knowledge of microcomputers.

GRAPHIC ARTISTS

There are six positions available for artists working on games design and production using computer based graphic tools. A knowledge of microcomputer graphics plus excellent artistic skills are the qualifications for these positions.

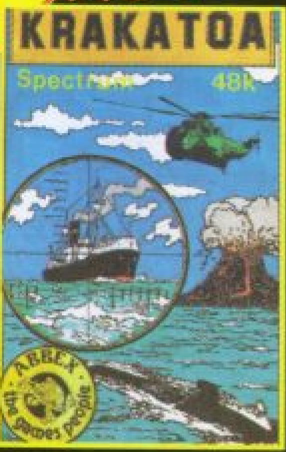
Applicants should in the first instance send thier C.V. to:

PERSONNEL DEPARTMENT, IMAGINE SOFTWARE LIMITED
IMAGINE HOUSE, 5 SIR THOMAS STREET, LIVERPOOL L1 6BW

or ring for an application form:– **051-236 8100 (20 lines)**

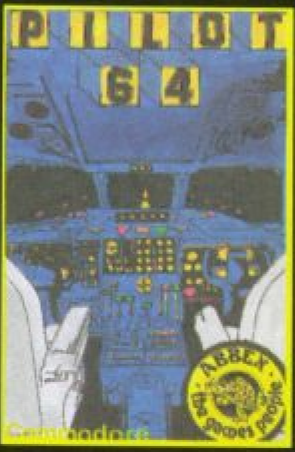
ABBEX MAGIC

8 GREAT NEW GAMES FOR THE SPECTRUM, VIC 20 and CBM 64



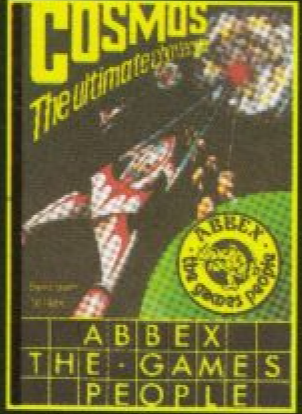
1 KRAKATOA – 48K SPECTRUM – £5.95

. . . "My whole body ached as I scrambled back into the chopper . . . the subs were back! In the five days that the tanker had been sheltering in the bay, not one hour had gone by when they hadn't tried to dispatch a defenceless tanker to the deep . . . The rockets were coming in over Krakatoa and the constant explosions had brought the volcano to life! I had a tough choice to make, I could stay with the tanker and make sure it didn't end up like the others, or get the islanders off the volcano, it wasn't going to be easy! Almost impossible! But I was going to try both! Arming the rockets I lifted off and headed for trouble . . ."



2 PILOT – 64 – Commodore 64 – £7.50

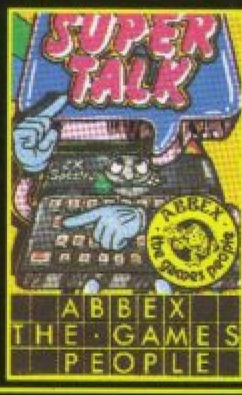
It's your first solo flight. Pilot the "Leander", Class 454, 30 seat prop plane out of Norwich airport. Using your memory of the route shown to you before take off, safely negotiate the crosswinds, military air-zones and other hazzards. With over sixteen different types of analog and digital read out, including artificial horizon, air speed indicator, compass, flaps, instrument landing systems and stall warning, fly your way back to base and land. Superb machine coded simulation of night flying programmed by a real pilot! HIGHLY COMPLEX, DIFFICULT YET FASCINATING GAME for the Commodore 64.



3 COSMOS – SPECTRUM 16/48K

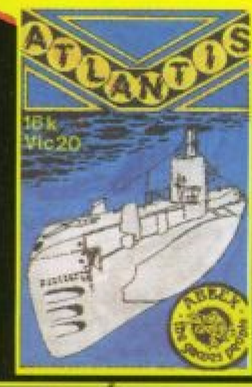
SPECIAL XMAS OFFER ONLY £3.50

Wave after unrelenting wave of Xenophobic alien attack interspersed with ever more frequent Asteroid and Cosmiad raids, combine into an unending rain of deadly debris. WITH RADAR AND THERMOCLASTIC HEAT LANCES, LET RIP IN THIS GRAPHIC MAELSTROM.



4 SUPERTALK – 48K SPECTRUM – £6.95

Add any speech, accents, sentences and sound affects to your program. Incredibly simple to use. Record the noise or word on the tape recorder and play it back to the computer and it's synthesised! Great fun results as the sound of real people, guns, cars, planes in your program, stuns and amazes all! A new concept in speech synthesis a must for all programmers.



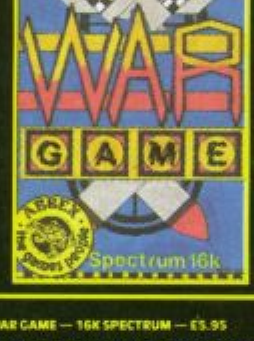
5 ATLANTIS – 16K VIC-20 – £5.95

It's feature packed. With over sixteen different boards, each with gradually increasing difficulty. Manipulate your submarine past 10 different types of danger. Avoid depth-charges, force-fields, booby traps, rocks, enemy submarines, mines, crabs, sharks, underwater missiles, mazes and whole hosts of under water hazzards as you battle your way to Atlantis. Supreme colour, sound, and graphic action. All machine coded with joy-stick option, 2-player option and high score.



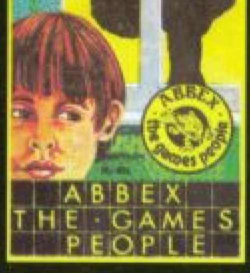
6 SPIDER STORM — UNEX. VIC 20 — £5.95

. . . The enormous XITAN 1 rocket streaked skywards. Its vital mission to save the last remnants of the human race that resided in its holds. Dennis Droid sat contently in the hatchery quietly reviewing his new and important job. When suddenly the ship shook violently as it was invaded by swarms of the most devilish destructive spiders you could possibly imagine. Dennis sprung into action, seizing his Megadon Atomizer he began blasting . . . "Take that! and that! "ZAP!! POW!! The battle continued . . . "How many can there be left?!!



7 WAR GAME — 16K SPECTRUM — £5.95

. . . I couldn't believe my eyes, but there they were: the telltale red lines I'd seen so often in training. Fourteen years of boredom in this seat and it had happened! As if in a dream my hand flashed across the terminal keyboard, storing, projecting and calculating. The computer helped, but **I pressed the buttons**! destroying those evil missiles before they struck the cities below! Was this the end!



8 E.T.X — 16-48K SPECTRUM — £5.95

"Home Computing" magazine say

"Speech is effective and must be at the limit of Spectrum capabilities, graphics are excellent and animation superb. A combination of graphics adventure, maze and chase games, makes this an unusual fascinating and addictive program which must rank among the Spectrum classics." VALUE FOR MONEY 100%! GRAPHICS 100%! SCORE 100%! This is an objective assessment by an independent body. There can be no doubt that this is the best.

?

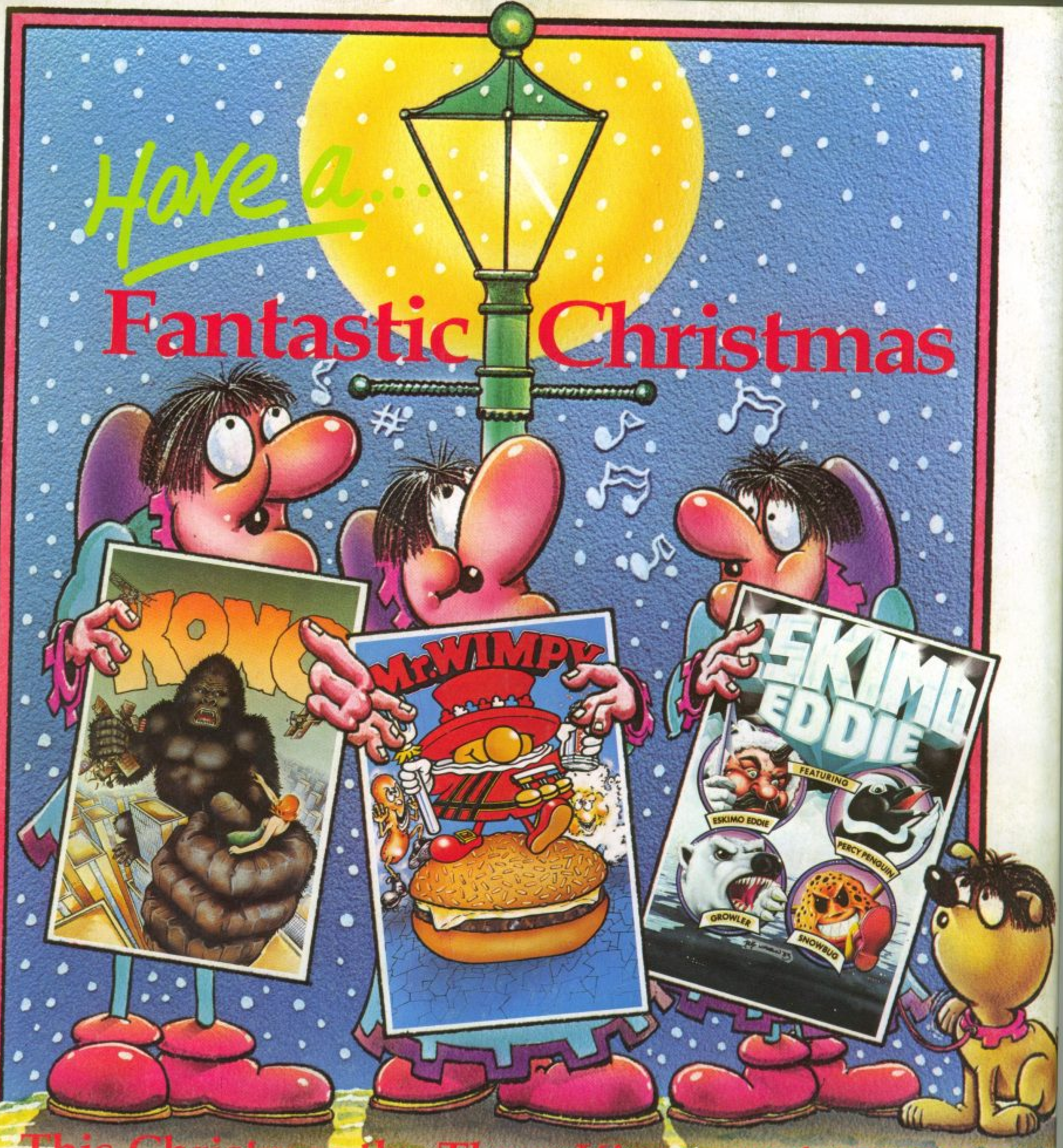
YOUR PROGRAM HERE

ABBEX IS LOOKING FOR PROGRAMMERS capable of writing quality educational and games software for all computers including the TS 2000 (U.S. Spectrum). Computers will be supplied. If you want your programs professionally retailed around the world come and talk to us!

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One of the first software houses, Abbex has shied away from the trend of producing as many games as is technically possible, rather we have concentrated on value for money with games that are really good fun! With over 30 programmers submitting original material for the CBM 64, Dragon, Oric, Spectrum, Laser and VIC 20, we are bound to have your PERFECT PROGRAM. With SUPERB ORIGINAL GAMES CONCEPTS we feel we live up to our GUARANTEE OF EXCELLENCE. If your dealer doesn't stock Abbex software ORDER DIRECT AND GET FIRST CLASS 24 HOUR DELIVERY.


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Mr.WIMPY
ESKIMO EDDIE
FEATURING
ESKIMO EDDIE
PERCY PENGUIN
GROWLER
SNOWBUG



Please drop us a line at: Computer and Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5JB.

CHILDISH TRIPE?

Dear Sir,
Print this if you really want to put the cat in among the pigeons! I bought a Spectrum a few weeks ago purely for game-playing, after all, I thought, there must be a decent selection of fairly intelligent games for 35-year-old old-timers like me.

But ye gods!! 90 per cent of games software seems to be puerile childish tripe with serious stuff hard to find. I think it's an absolute disgrace that all people can find to do with their miraculous micros is to chase aliens and such like across the galaxy!

Perhaps game designers are to blame, I don't know, but things are in a sorry state if they haven't the brains to produce games to tax the imagination at least a little!

Mike Goodwin,
Leicester.

Editor's reply: Well, what do YOU think?

NUMBER TROUBLE

Dear Sir,
I own a 48k Spectrum and I have a problem. Please could you tell me if there is an address in the micro in which I can poke a number, switch the computer off and then on again, peek that same address and still find the same number poked in it?

Tim Allen,
Tonbridge,
Kent.

Editor's reply; There are two types of memory chip in a computer: Random Access Memory (RAM) or Read Only Memory (ROM).

RAM can be freely poked to alter its contents, but loses its value when the power to the computer is turned off. ROM, on the other hand, is programmed at the factory and cannot be altered by POKE. It does, though, retain its contents even if power is turned off.

So, unfortunately, there's no way of poking into the Spectrum's RAM and having the value still there if you turn the machine off and then on again, except if you buy a special RAM pack which has a small built-in battery.

FURTHER ADVENTURES

Dear Sir,
In the August issue of your excellent magazine, you published a letter from Mr. J. Bull of Eastbourne. In this letter he wrote of a Donkey Kong machine with gaps in the beams for our hero Mario to jump across.

This game is called Donkey Kong Part II made, if my memory serves me correctly, not by Nintendo but by a games company called Falcon. I have played Donkey Kong Part II in South Africa and Greece and found it was much the same as Donkey Kong apart from slight screen variations. Also it has a delightful little scene at the beginning showing Kong breaking out of prison.

On the first screen, there are the afore-mentioned gaps in the beams, but these need not be encountered as you can "jump" a whole screen as in the normal Donkey Kong.

This is done by climbing up the first ladder, then nudging the joystick twice to the right so Mario still has his back to the player. Now, by jumping to the right our knight in shining boiler suit jumps off the beam and slides down the right of the screen onto the next one — the pie screen.

On the plug screen, any contact with Kong loses one of Mario's lives, but jumping off the top to elude fireballs is still possible on this version. Mario just bounces back up on reaching the bottom unhurt. This requires perfect timing.

Another trick to prolong Mario's life and collect more points is by dropping the hammer on the pie screen, but only on level two upwards, when, on Donkey Kong Part II the conveyor belt moves faster, so Mario must jump against its movement to get anywhere.

It is achieved by moving to the right of the screen on the lower conveyor belt, picking up the hammer on the way. On reaching the side, simply nudge the joystick to the right and it will leave the hammer, bashing away, while Mario hops off to collect a high bonus.

The hammer destroys everything that it touches giving points for this at the same time. Even when the hammer disappears after a while, pies etc, still get bonked by an "invisible" hammer.

As of yet, I have not seen Donkey Kong Part II in Britain. Perhaps other readers have?

Stephen Brown,
Chepstow,
Gwent.

TINKERING WITH TI

Dear Sir,
I am 14-years-old and own a TI99/4a with Extended Basic, a speech synthesiser and a few other peripherals as well.

I have found out, totally by accident, something rather interesting on the TI99/4a in console or Extended Basic.

Type 10 REM and then fill it up with as many control characters as it will let you, I often use CTRL and the comma key as this seems to get the best results. Now enter the line and edit it.

Instead of being blank as it was when you typed it in, it is full of various other characters. The beginning of the line will go off the top of the screen and perhaps the screen will change colour or do something else unusual.

Now move the cursor around, even though you can't see it, using the cursor keys — FCTN and GCTN — and you should see pretty interesting results.

If the system crashes, don't panic, just switch it off wait a second or so and then switch it on again and everything should be alright. Have fun and experiment and you might find something new about your TI.

Stephen Morecroft,
Stalybridge,
Cheshire.

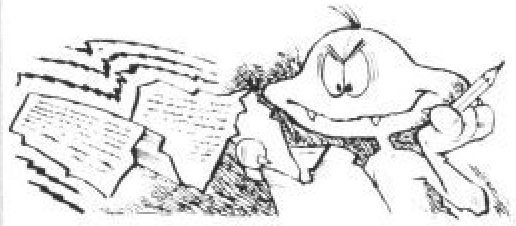
BEATING THE KILLER . . .

Dear Sir,
I would like to point out that in Killer Gorilla Mario will only fall down for no apparent reason if the bonus score runs down or if you stay still too long. In fact, the only thing I find difficult is getting onto the lifts on the 3rd screen — from then on it's just a case of looking out for fireballs and iron beams.

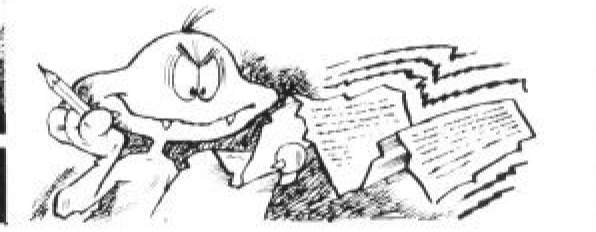
By the way, is all software for the BBC model B compatible with the Electron and is there a Zaxxon game available for either the BBC or Electron?

Mark Dodwell,
Highcliffe,
Dorset.

Editor's reply: Thanks for your tips Mark and yes, most BBC software will work on the Electron, but I suggest you check with the software company before you buy the program. Zaxxon isn't available for the BBC yet, but if one appears, you'll read about it first in our Games News section.



MAILBAG



MY SEARCH FOR KONG

Dear Sir,
I am writing for advice on which Donkey Kong cassette is the best value for my Vic-20 with a 16k expansion.
Carl Toole,
Blackburn,
Lancs.

Editor's reply: We huddled together in the office to debate your question Carl and came to the conclusion that the Anirog version is about the best. Although quite frankly we have yet to see a really good Kong for the Vic.

TALKING MY LANGUAGE

Dear Sir,
I have a Vic-20 with a 64k Rampack. I would like to know if games for the Commodore 64 would be compatible, in particular *The Hobbit*. Also could you tell me what language, apart from Basic, can the Vic-20 be programmed in?
J. Campbell,
Falkirk,
Scotland.

Editor's reply: I'm afraid the Hobbit isn't compatible with the Vic, Mr. Campbell. The only games that are compatible will be text-based. Forth and Assembly Language are available on cartridge from Commodore.

CRASHING SPECTRUM

Dear Sir,
Three months ago I decided to get my trusty 16k Spectrum upgraded, and as it was still under guarantee and I didn't want this invalidated, I duly sent my fully operational machine off to Sinclair Research with the required £40.00.

Now, three months later, I have just returned my machine for the THIRD time, as it appears the infamous Sinclair bugs have been at work again. My once fully working machine crashes every time Sinclair send it back to me. Sinclair seem only too happy to take my money, but they don't seem too keen on giving something back in return. So all you 16k owners — beware!
M. Gilpn,
Woking,
Surrey.

PUBLISHING YOUR GAMES

Dear Sir,
I have recently started buying your magazine each month, and have seen that you publish readers' programs. Could you please tell me the correct procedure for submitting such programs? Is a listing and/or cassette required and would you also please give me details of payment and copyright?
M. D. Reeve,
Derby.

Editor's reply: A program has a better chance of being published if it has an original and interesting theme.

All our games are tested by our review team, so it may be a couple of months before you know whether your program has been successful.

As from this issue, we will be choosing one listing which will become the Game of the Month and the author will receive £25.00. We pay £10.00 for all other games. We retain the first British publishing rights but the copyright remains with the author.

You should send us a tape and a listing, along with one of our software forms found elsewhere in the magazine. If you can't manage a listing just send us a tape and we'll arrange to get a printout. Most importantly don't forget to include your name and address!

DANGEROUS ELEVENSES!

Dear Sir,
I have just spilt a cup of coffee onto one of my Atari discs with a program on it — and now doesn't work!

Please could you tell me if there is a program available somewhere in the UK that would enable me to make a back-up copy of my extremely expensive Atari discs and if so where can I get my hands on it? I have tried many shops but with no luck.
J. Eatough,
Blackburn,
Lancs.

Editor's reply: Unfortunately there is no way of recovering the coffee-flavoured disc, but there are programs available in the classified adverts section of various magazines which claim to be able to back-up discs.

I suggest you write to one of these and ask exactly what this program will do. Please remember that although you are entitled to make a back-up for your own use, it is illegal to sell, lend or hire these copies.

AN UPSET DRAGON . . .

Dear Sir,
Ten months ago I bought a Dragon 32 for Christmas. Six months ago things started to go wrong. First its so called "reliable" tape recorder stopped recording programs for me, then I found the joystick ports were mixed up — that is I had to use the right hand commands for the left joystick and vice-versa!

It has now been a month in the workshop and it doesn't look as if it will be out for quite some time. My friends have experienced similar problems on their Dragons.

So now I'm faced with the problem of buying another computer. I was going to get a Vic-20 but I heard it was going off the market so I am thinking of buying a ZX Spectrum. Can you tell me if it has a good cassette player for loading and recording programs?

Also is Pimania still available for it as I was going to buy it for the Dragon before the cassette became faulty?

Also could you recommend a good word processor?
Martin Thomas,
Co. Dublin,
Ireland.

Editor's reply: Firstly, there has been no official announcement from Commodore that the Vic-20 will be taken off the market. In fact it is selling very well and there is a lot of software available for it.

If you are thinking of buying a Spectrum, don't let the thought of the cassette loading put you off. The machine should work with most cheap recorders without trouble. If you are looking for a word processor — try the Tasword II.

GAMES FOR THE 64 . . .

Dear Sir,
I would like readers to reassure me on a few facts. This Christmas I am getting a Commodore 64 home computer which in my opinion is the best computer for about £200.

Although a lot of British written software is now available, a vast amount of software from America is also attainable.

Most of the latter programs, mainly games, have been based on existing Atari software and some friends have said that these programs seem to be badly programmed or not as good as their Atari counterparts.

As these friends own Atari micros and will be biased I do not know whether they are telling the truth. Also one of my favourite games, Choplifter, is said to be better on the Atari 800 than the Commodore 64 on graphics. As I haven't seen Choplifter on the Commodore 64 I would like to hear other Commodore owner's opinions to put my mind at rest.

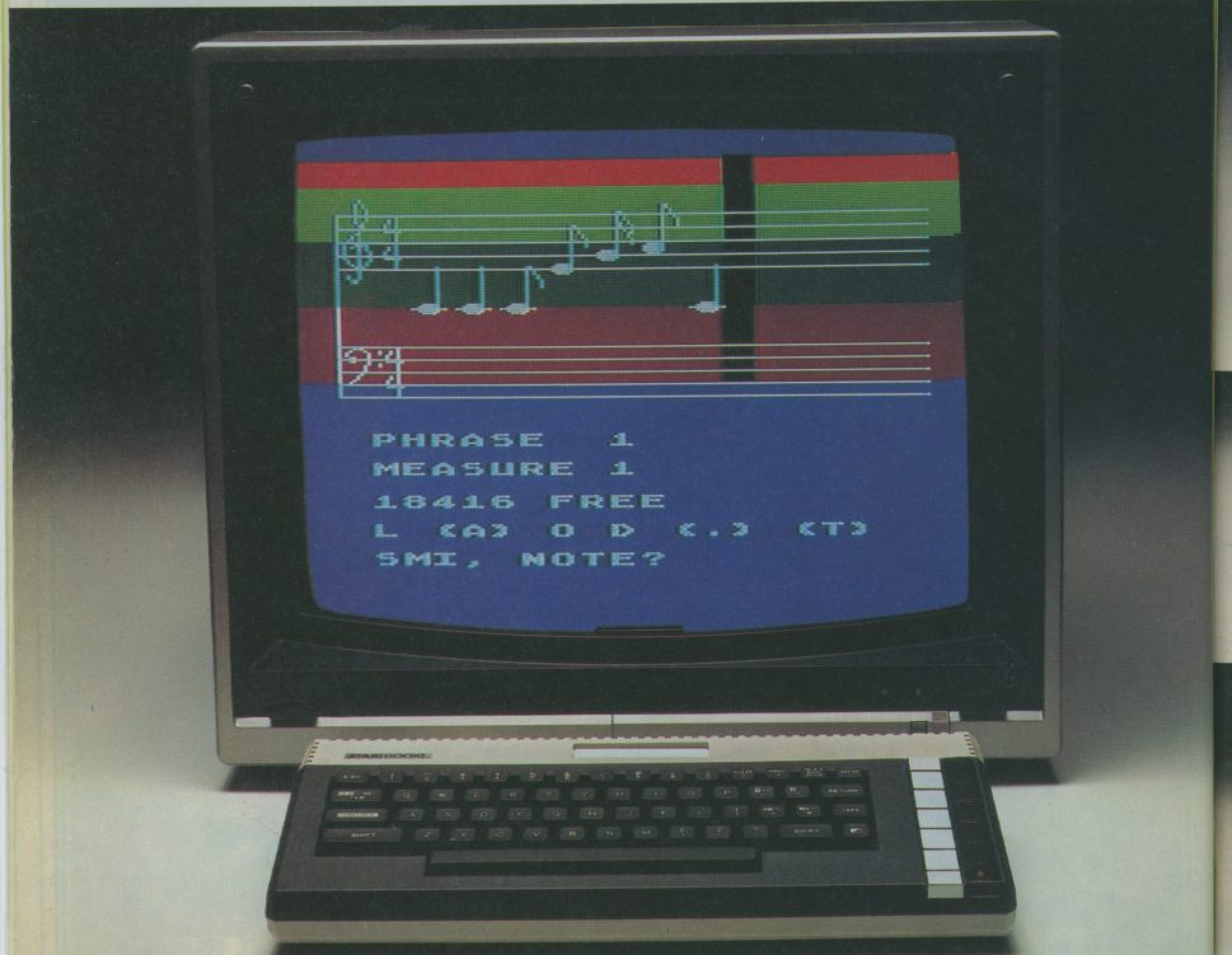
I can't see why Commodore 64 games shouldn't be as good as Atari ones. As for the sound, the Commodore 64 is far superior and as to some of the puny sounds on some Atari games these could be vastly improved using the 64.
David Gardner,
Fleetwood,
Lancs.

Editor's reply: Well David, so far we've seen some pretty good games for the 64 — but we'll call on other 64 owners to tell you what they think.


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Colin Stokes on 051-236 8100 (20 lines)

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If you're buying a home computer then you've probably got one major worry. That your children will soon grow out of the system you buy.

With the new ATARI 600XL™ you need have no such fear. Because the ATARI 600XL was not just designed as a home computer, it's designed to build into a complete computer system.

As your children's knowledge of computers increases, so can their home computer, simply by adding any of these extras which will be available soon.

Program Recorder. The inexpensive way to store extra programs, and use the unique Atari sound-through system.

64K Memory Module. Increase the memory from 16K RAM to a massive 64K RAM. Important, as the more memory it has the more it can do.

Touch Tablet. Creates complex on-screen graphics by allowing you to draw on the TV screen.

Trak Ball™ Controller. For a better and more sophisticated arcade style game control.

G·A·M·E·S N·E·W·S






Illustration: Dorian Cross

CHATTING TO YOUR HOME COMPUTER

MICRO COMMAND

Having a quiet chat with your computer will no longer make you a prime candidate for carting off to the funny farm.

You'll be able to chatter away to your hearts content when you plug in this latest interesting add-on for the Spectrum from Vantage Systems.

Micro Command is a new add-on expansion for the 16 or 48k Sinclair Spectrum which will soon make conversations with micro computers common place. The box plugs into the back of the Spectrum and is designed for use with specially commissioned games.

Virgin Games is one software house that is known to be supporting Micro Command with games adapted from their present range.

Micro Command operates by prompting the player to say a particular word three times, for example left or right, and is repeated for all the game's controls. The program re-checks each entry at the end to make a comparison with the words stored in its memory.

The add-on is supplied with a microphone and lead, a detailed instruction manual and demonstration program, which lets you play a shoot-em-up game by just telling it to move left, right and fire.

It all sounds like a *remote* controlled version of *The Golden Shot.* You may not remember the TV show which involved Bob Monkhouse, several apples, a crossbow and Bernie the Bolt. You just don't know what you missed! Anyway — back to the technical stuff . . .

Micro Command is claimed to be the world's first word recognition device available for a home computer, and what's more it's British designed and manufactured.

Vantage Systems, the manufacturers of Micro Command are considering launching a Commodore 64 version and maybe one for the BBC micro if there is sufficient demand.

Micro Command will be available in early December by mail order from Brighton based Vantage Systems for £50.

ATARI BRAVE BRAND NEW FRONTIERS!

ATARISOFT

Atari have decided to extend their range of software to other home computers as well as for the 400/800 and 600XL.

Atarisoft, formed just over a year ago by Atari International, have recently launched a new range of arcade based games for the Spectrum, Vic-20, Commodore 64, BBC, Dragon and Texas.

Said Atari: "Our aim is to bring quality games to other home computers with the aim of keeping them as close to the arcade original as possible." They include such old-time favourites as Pacman, Defender and Robotron as well as some more recent titles like Dig Dug and Centipede.

Having bought the licences to manufacture these games, Atari are now in full swing providing more software for this already overcrowded corner of the market. However it would be nice to see some original titles for the hoards of hungry micro owners instead of yet another version of Donkey Kong or Galaxians.

The games will be available in cassette or cartridge form and the prices range from £14.99 to the more usual £29.99.

IMAGINE GET ALL TANKED UP

STONKERS

War Games are fast taking over from shoot-em-ups as the most popular kind of computer game.

With this in mind Imagine have released Stonkers — a tank battle simulation played against the computer.

The game is a three dimensional hi-res tactical war simulation. Your aim is to outsmart the computer's tank battalion and crush the enemy's army.

The screen display shows a large scale map of the battle field. The program also allows you to have close up shots of various scenes anywhere on the large map.

All the graphics in the game were designed by a team of professional artists. A musician was also employed to make sure that all the sound effects were just right.

Imagine's other Christmas release is Alchemist. The game is a real time graphical adventure in which you play the role of a wizard.

The Liverpool firm are also offering a special Christmas package of Molar Maul and Ah Diddums for £9.50.

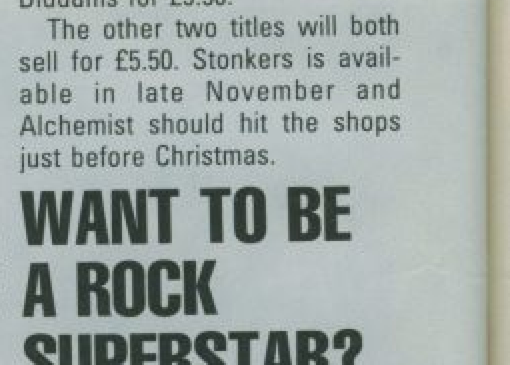
The other two titles will both sell for £5.50. Stonkers is available in late November and Alchemist should hit the shops just before Christmas.

WANT TO BE A ROCK SUPERSTAR?

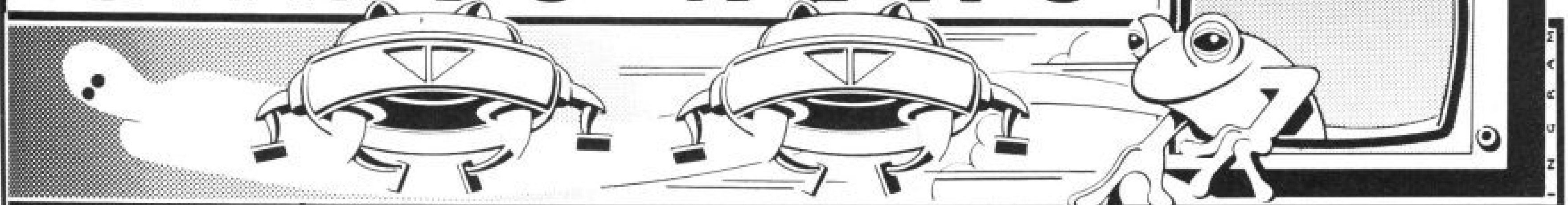
K-TEL

K-Tel, the cut price record people, will be entering the software market with a big bang in the next couple of months.

They will be launching six new games for the Spectrum and four for the Vic-20 in a series of double-sided cassettes in an effort to capitalise on the Christmas market. Not a new innovation perhaps but good value for



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money with each cassette containing two games.

Featured on the Spectrum will be It's Only Rock 'n' Roll — a role-playing game where you become a budding pop star and Tomb of Dracula, an arcade style game for the 48k micro.

Arena and Alien Swarm are good old shoot-em ups and run in 16k with The Battle of the Toothpaste Tubes coupled with Castle Colditz, a text adventure game for the 48k Spectrum.

Games for the Vic-20 will include SupaVaders and Bomber Run for the unexpanded Vic with Alien Demon and Plague for the expanded micro.

You can expect to see these new double-sided cassettes in most leading retail outlets within the next few weeks and they will also be available direct from London based K-Tel International at £6.96.

WELL, HELLO SAILOR, I'M THE SEAHAG!

POPEYE

Your mother soon won't have any need to nag you into eating your greens.

Home computers have jumped on the health food band wagon, making spinach an essential part of every gamer's TV dinner.

Popeye is the latest cartoon character to be immortalised on micro chip. Ugly Brutus is up to his usual tricks and has imprisoned Popeye's sweetheart Olive Oyl in a derelict house. The Parker cartridge is based on the recent arcade game.

You must guide the gallant Popeye around the deserted building Olive is trapped in, and collect the heart-shaped kisses she blows to you before they hit the ground. Brutus tries his best to thwart your attempts and you won't get the chance to give Brutus the bashing he deserves — unless you pick up a can of magic spinach that sometimes sprouts around the edge of the building.

Unfortunately for Popeye, Brutus is not alone. His evil accomplice the Seahag lurks in the shadows ready to leap out and throw a stream of bottles at the brave sailor. Popeye's only line of defence is a well timed punch aimed to break the glass.

Each level is set against the clock and it becomes a real struggle to collect enough hearts to move onto the next sheet.



Popeye proved to be a winner in the U.S. arcades earlier this year — but perhaps you missed his visit to these shores. If you did, this new Parker Brothers game for the Atari will make up for it!

Perhaps we'll soon see a sequel to the game too! We certainly hope so. Maybe even a prequel?

Meanwhile if all this action is making you hungry and you fancy a taste of spinach then I'm sure Parker Brothers can offer Atari 400 owners a take away Popeye for a tasty £29.95.

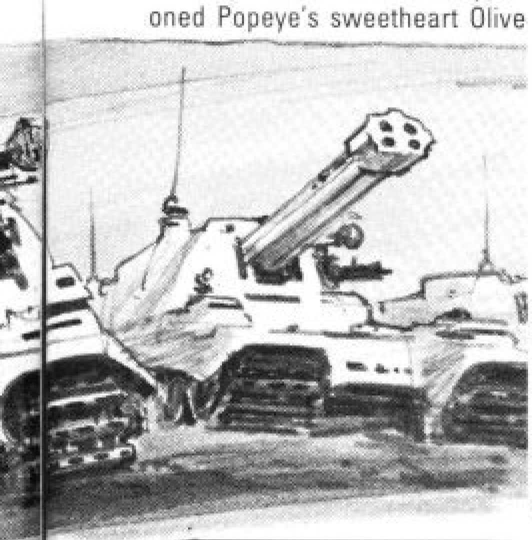


Illustration: Jon Davis

LAST OF THE SLOW LOADERS

FAST TAPES

Cassette based loading has many advantages, low cost and ease of use but it has one major

How many times have you waited what seems an eternity before your favourite game loads?

Commodore 64 owners now have a remedy. Llamasoft is testing a system which allows high speed loading of programs from cassette.

The new system is entirely software driven, so you won't have to lash out on expensive hardware add ons.

The program was developed in Germany and is only a mere 1K long. To give you some idea how revolutionary this program is, it will load a typical 16K program in only ten seconds compared with over six minutes using the conventional tape set up.

Llamasoft hope to use the program with all their software. They will still include an ordinary version on one side just in case your tape deck can't stand the pace.

The company have no intentions of buying the sole rights to the program so it may well become a standard feature on all CBM 64 games.

Could this mean the end of the disc drive as we know it?

WATCH OUT FOR THE SERPENTS

SERPENTINE

Sightings of the Loch Ness monster should increase rapidly in the New Year thanks to Audiogenic.

Serpentine is set in the distant future on an alien world ruled by serpents. All is not peaceful however.

The land is being torn apart by an age old grudge between warring, serpent races. And they are all very slippery customers indeed!

The environment is hostile and the chances of survival slim. You must help the blue serpents to avoid death, protect their eggs and raise their young.

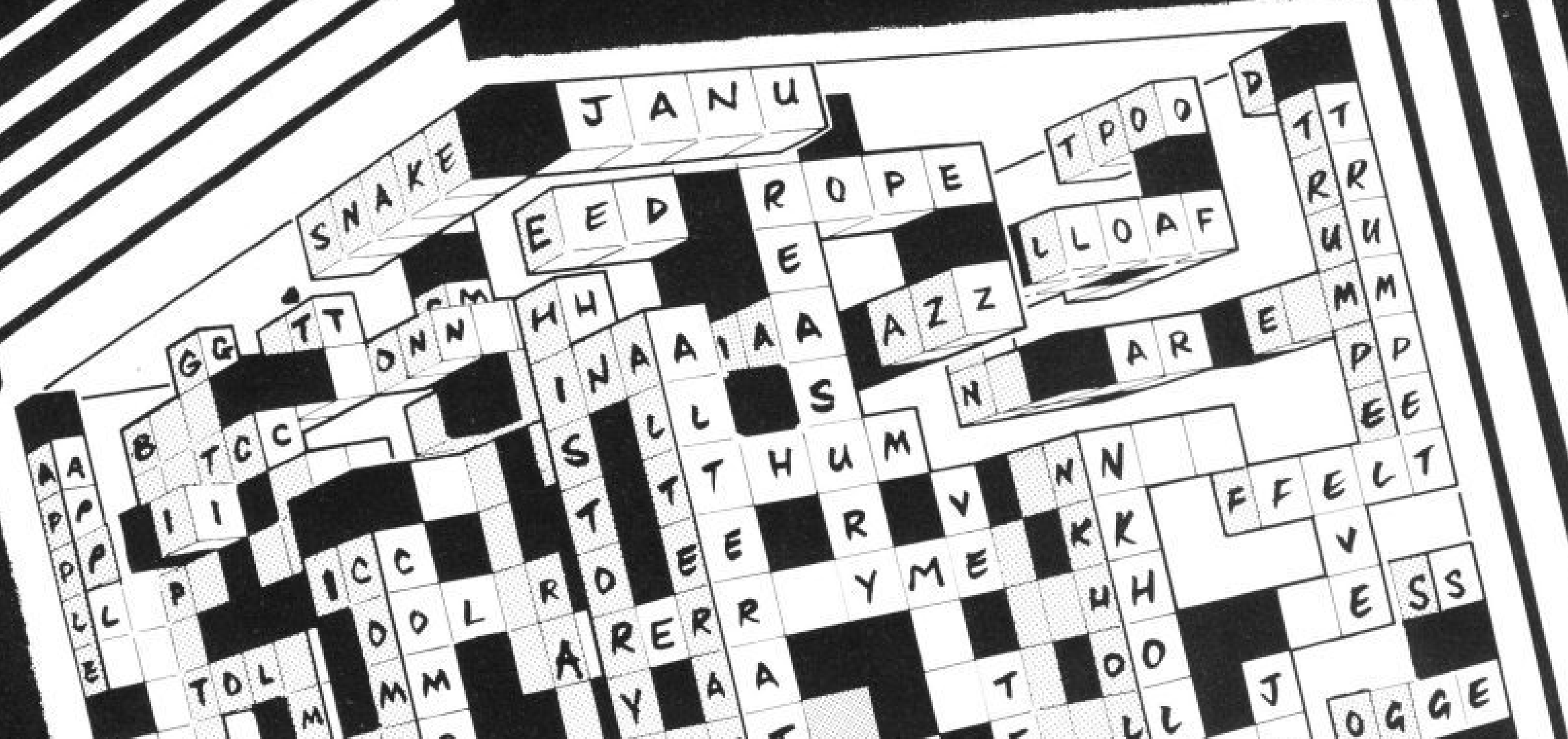
Your arch enemies, the orange snakes, can only be defeated if your serpents grow bigger and more powerful. This is accomplished by eating eggs, frog, and eventually, other serpents.

The more the monsters eat the hungrier they become and each new level presents a greater "gastronomic" challenge.

In addition to this, Audiogenic have two other Christmas releases for the CBM 64. They are Choplifter, a conversion of that now very popular helicopter war game and Seafox, a submarine simulation program.

The games are for the Commodore 64 but come in cartridge form only, costing £29.95 each.

The ultimate Crossword



The puzzle that needs a computer

Alien present the ultimate in word puzzles – 30 integrated crosswords which form a cube.

All locations of this 3 dimensional puzzle are contained in the computer programme and you can complete any part you wish using the display on your T.V. and computer keyboard. Understanding all the relationships between the crosswords is not possible without the computer but as you proceed you will discover new routes to help achieve the solution.

Features: Solution Store, Instant Display, Anagram Function, Character Location in memory.

This is a tough puzzle with a degree of difficulty – it's the ultimate but it's not impossible. Full instructions are included with the programme.

£1,000 PRIZE

to sender of first correct taped solution run on our computer on 1st June 1984

CVG

Please mail me ☐ copies of the Alien Ultimate Crossword puzzle programme at £14.95 per copy inc. P. & P. for the

☐ **BBC Model B** ☐ **Commodore 64** ☐ **Spectrum 48K**

I enclose £_____ or my Access/Visa Card No. is ________

Name ________________________

Address ________________________

______________ Postcode __________

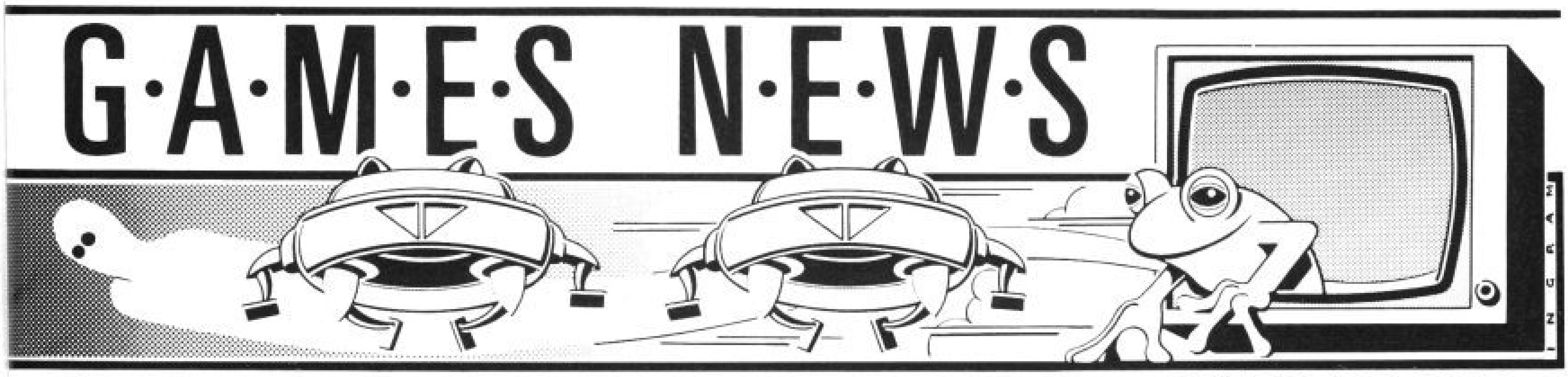
Please allow 14 days for delivery

Alien

The New Dimension

The Alien, Arndale House, Church St, Blackburn, Lancs. BB7 5AF.

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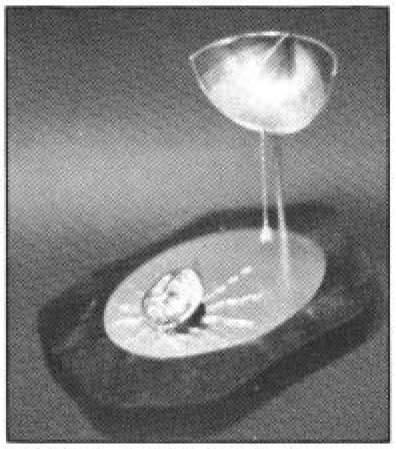
C&VG's DESIGNER OF THE MONTH

NAME: Christian Penfold with acknowledgement to Mel Croucher Software House: Automata Cartography
Games: Pimania, Groucho
Born: Littlehampton, Sussex in 1955
COMPUTER HISTORY: "It's interesting this. It began three years ago, coming back on a Sealink ferry from the Channel Islands.

"It was an extremely rough crossing and I was green from the moment we left. Mel Croucher (the other half of Automata) who was completely unaffected, said: 'I've bought a ZX81 computer'.

"He then proceeded to write a 20 page program for the 1K ZX81, finishing as we finished the awful crossing and I disowned it: 'It's yours you write the programs'.

"But I did eventually set it up with a How to use your ZX81 book and cassette and I was totally hooked — 8am to 10pm seven days a week. I now get even more fun out of it. Then we got hold of a Spectrum and Pimania was launched in November 1982.



Here it is — the Golden Sundial of Pi. Worth £6,000 the much coveted prize is still up for grabs in Christian Penfold's Pimania. Designer of the Month profiles the man behind the game.

"Pimania and Uncle Groucho are now TV stars in the Magic Micro Mission and Pimania has just topped the charts in Germany.

"Our ideas are all a team effort, myself, Mel and a young programmer we've just taken on called Andrew Stagg. We throw an idea up in the air, it bounces around for ages, getting funnier and funnier and when it comes down we just have to get the computer to understand what we've been talking about.

"Ideas are not a problem, it's finding the time to produce them all. We've drawers full of ideas."
FAVOURITE FOOD: Garlic, snails in garlic butter. I adore any food cooked well in garlic.
FAVOURITE DRINK: Brandy & Lovage (a herbal cordial from the South Downs).
FAVOURITE TV PROGRAMMES: Monty Python, Not the Nine O'Clock News, Three of a Kind.
FAVOURITE COMPUTER PROGRAMS: ZX81 version of Pimania and Ultimate's Atik Atak.
COUNTRIES VISITED: Too numerous to mention but I enjoyed Germany, US and Canary Islands.
PETS: None but I would love a beautiful St Bernard puppy.
AMBITIONS: To succeed. Money is not important.
FAVOURITE POP GROUPS: Dr. Hook.

LET'S SEND A COMPUTER SANTA GRAM

XMAS CARDS

Forget Christmas cards this year send your friends computer cards instead.

Elm Computers have developed three seasonal programs that make an original change to the traditional Xmas card.

There are three versions of the "electronic cards" available. All include festive themes and yuletide tunes. All have animated graphics, featuring falling snow, Father Christmas and flying reindeer.

Apart from the addition of sound and moving graphics the computer cars follow the theme of their paper predecessors closely. The usual scene of Santa flying over roof tops is included as is the obligatory Snowman card.

All the programs are available now from Leicestershire based Elm Computers for £2.50 each or £7.00 for a pack of three.

HERO WITH A YELLOW STREAK. . .

TARMAC TIM

Tarmac Tim is the unlikely hero of a new arcade style game for the Spectrum.

He has been employed by the Spectrumville Council to paint the double yellow lines along the roads.

Today he is working on the notorious Sinclair Road. The road is used by maniac drivers. Any pedestrian who has the courage to cross it, risks life and limb in the attempt.

Overall-clad Tim must protect the jay walking residents from the murderous motorists. He must daub his paint around the people, which miraculously stops the cars from running them over.

You'll have to keep Tarmac Tim out of the way of the traffic too, because the drivers have no respect for Spectrumville's leading painter. And you wouldn't want to spill the paint all over the street would you?

As the day progresses the rush hour gets nearer, the road becomes ever more treacherous as tired workers drive home. Tim will be stretched to his limits protecting Spectrumville's citizens.

Double Trouble is the first games release from a new company based in Southampton called Starlite. The game costs £5.60 and will be available in early December.

ELECTRO POP COMES TO YOUR MICRO

ULTISYNTH 64

The explosion of electronic music has revolutionised the face of the British record industry over recent years.

But even with the huge leap in microchip technology, synthesisers and electronic drum kits have been well out of the price range of most people — until now!

Many of the popular micros, the BBC, Commodore 64 and Vic 20 contain the same sound chip as expensive dedicated synthesisers, which can easily cost over a £1,000.

Having noticed the sorely underdeveloped sound capabilities of the Commodore 64, Quicksilva have released a sophisticated synthesiser package. The program, Ultisynth 64, has greatly simplified the programming of the sound chip.

The first channel is for your music composition. The second and third are used for a drum beat and set melodies. The program will also imitate many instruments ranging from a trumpet to a harpsicord.

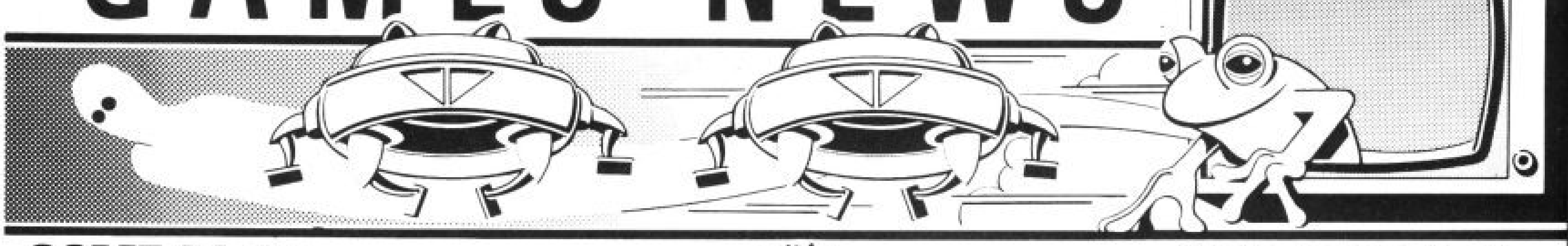
You're not tied down to just making music. Ultisynth 64 also has the facility to produce arcade sound effects which together with the music can be saved to tape.

Quicksilva claim that Ultisynth 64 is straightforward to use but it takes a 50 page manual to explain the program's more advanced features.

The cassette will be on sale around the beginning of December from Quicksilva for £14.95 (including manual).

BBC owners haven't been forgotten. They have their own music generator program written by Quicksilva. Which means you don't even have to attempt to learn any of the Beeb's advanced, but complicated sound commands.

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COME PLAY WITH THE MR. MEN

GAMES

Newspaper giants the Mirror Group have taken a step into the world of computer software.

Mirrorsoft the company's new software publishing division has just launched a range of three programs. One of them is an arcade game the other two are educational programs one of which is based on the cartoon characters the Mr. Men.

The Mr Men are already extremely popular cartoon characters and appear in books and newspaper cartoon strips — so why not a computer game!



Caesar the Cat is a mice chasing game in the best traditions of Tom and Jerry. You play Caesar a hungry young cat who prowls the well stocked larder in search of greedy mice.

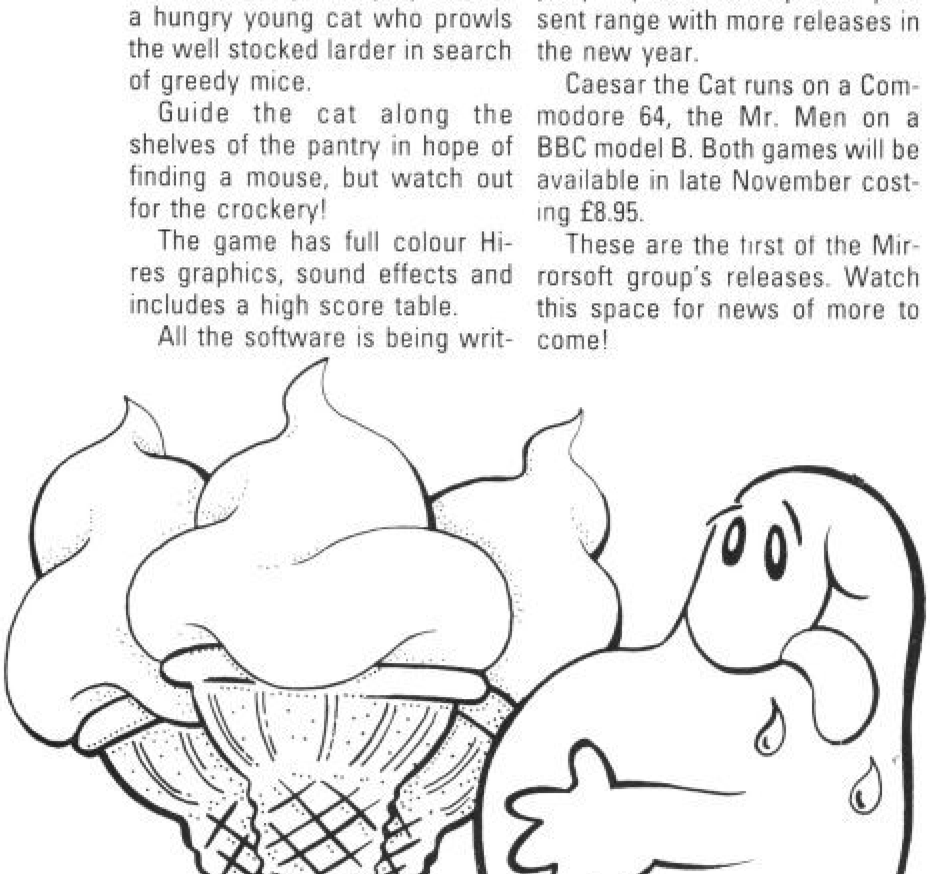
Guide the cat along the shelves of the pantry in hope of finding a mouse, but watch out for the crockery!

The game has full colour Hi-res graphics, sound effects and includes a high score table.

All the software is being written by independent software houses for Mirrorsoft. The company hope to back up their present range with more releases in the new year.

Caesar the Cat runs on a Commodore 64, the Mr. Men on a BBC model B. Both games will be available in late November costing £8.95.

These are the first of the Mirrorsoft group's releases. Watch this space for news of more to come!



JUST WHAT IS GOING ON HERE?

MANIC MINER

Manic Miner has made a run for it and that's official. Miner Willy Bug Bytes' most famous computer game character has left to join a new company called Software Projects.

Has Miner Willy been given a free transfer? Or has Bug lost faith in Willy's ability to get past the Mutant telephones? No, in fact it's the climax of a long running argument between Bug Byte and one of its former employee's Matthew Smith.

In his contract with Bug Byte Smith had a clause written in which gave him the right to force Bug Byte to withdraw Manic Miner if he wished.

Smith's departure from the company was surrounded by rumours of falsified sales figures for the game and missing royalties owed to the programmer. Although a Software Project's spokesman gave a terse no comment to any questions about the royalties dispute or reasons for the apparent battle.

Bug Byte have been allowed to sell their remaining stock of the game but they have now lost all rights to the game or any sequels.

Software Projects also plan to release Miner Willy on the Commodore 64 and a follow up to Manic Miner on the Spectrum.

AMERICAN INVADERS ON THE WAY

ELECTRONIC ARTS

Electronic Arts is the name of a new American software house set up by a group of independent games designers.

The best known of Electronic Arts designers is Bill Budge who wrote the hit pinball simulation — Rasterblaster.

Budge is slightly apologetic for the arts angle being used to promote the company's games "I'm not so sure there are any software artists yet. Maybe we've got to earn that title".

Despite this coyness the games are causing quite a stir across the Atlantic and they are now also available in the UK.

Budge gets back to his pinball roots in the hottest of the releases — The Pinball Construction Set. The program enables you to design the pintable of your drreams — you can choose all the special features, the strength of the spring, colours, and number of players.

Other higlights of the range are Archon — a game that combines the strategy element of chess with the shoot 'em up gameplay of an arcade style game.

Murder on the Zinderneuf is the adventure game from the range which is a who dunnit aboard a World War One flying ship.

All games come on disc for the Atari with 48k and the Commodore 64. On disc only at £29.95 from Birmingham based Centresoft.

Temptation Software Limited

NEW

The 3 fastest playable 100% machine code arcade games for the VIC 20 unexp

SINCLAIR ZX 81 16K
SPECTRUM 48K
BARON
by Simon Mansfield

Baron is a complex simulation game for up to four players.
Step back in time when the country was divided into huge estates.
Could you accept the responsibilities of a Barony? Farm your lands, maintain workers, hire mercenaries, wage feudal wars?
Yearly analysis of success or failure of your decisions.
There are unexpected events in store for you – to find out, why not play the game?
Graphics.

SINCLAIR ZX 81 16K
SPECTRUM 48K
ADMIRAL GRAF SPEE
by Simon Mansfield

An original game of strategy based on historically accurate records of the Graf Spee's formidable presence in the North and South Atlantic.
As her Captain use full graphic instrumentation to calculate speed, compass bearings, fuel, distance, ammunition states: locate and manoeuvre into visual range and destroy enemy ships which can also evade, seek and destroy you! Attacked targets can only be destroyed by the same number of salvos or torpedoes as were necessary for the tonnage during the original action.
7 levels of difficulty.

SINCLAIR ZX 81 16K
SPECTRUM 48K
DUNGEONS OF DOOM
by Simon Mansfield

Two challenging adventure games – to travel through the labyrinths, descending to the lowest dungeons where the treasures are hidden or play "ESCAPE FROM THE UNDERWORLD" and save yourself from incarceration in the dungeons by fighting you way up the endless levels.
Graphics show your position – status reports – different layout with each new game – 4 players can search different levels – 400 rooms – 600 corridors – 1000 locations to explore. Objective – to score highest points and STAY ALIVE.

SPECTRUM 16K
LAS VEGAS
by Neil Streeter

A Temptation games double.

1. FRUIT MACHINE – must be the best full feature "Pub" Fruit Machine. Spin the symbols, use the "nudge" "hold" "gamble" facility – win or lose with true percentage payouts.

2. BLACK JACK – break the bank with a five card trick. This game follows the rules of Pontoon. The Spectrum croupier deals the cards with skill and is after your stake money!

Superb graphics.

SPECTRUM 16K
CHALLENGE
by Neil Streeter

A Temptation games double.

1. MASTER CODE DELUXE – all the features of the well known game. 9 skill levels – any code or no repeated colours. Good clear graphics show the success or failure of your logic as the computer assesses each line.

2. HIGHER AND LOWER – skill, hunches and sixth sense are needed to beat this fast dealing machine. Graphically as realistic as a certain television series. Will you be able to get to the end of the row of five cards, guessing whether the next card will be HIGHER or LOWER?

SPECTRUM 16K
GODZILLA AND THE MARTIANS
by Neil Streeter

The Martians have invaded, destroying the molecular structure of earth's atmosphere to make it compatible with their own planet. "The girl of your dreams" is trapped at the top of a building site but for the moment protected from the evil invaders by a friendly Dinosaur! Leap over deadly Martian invaders – scale ladders – jump the man traps – rescue her before the oxygen is totally absorbed.
Kong type game for SUPERHUMANS.

ARCADE

VIC 20 unexp
SWARM
by Andrew Haisley

As a pilot testing the latest star ship, breakdown in your guidance systems causes you to materialise in the breeding grounds of the Psigophorus, an unbelievably nasty insect life form which kills anything entering its space. Survival depends on destruction of the eggs before they hatch to form a SWARM. They can use your laser energy to mutate at an alarming rate and the only escape from the devastating attack of a Swarm is by destroying the Psigophorus in only one brief stage of its life cycle.
CAN YOU SURVIVE this high scoring game?

ARCADE

VIC 20 unexp
ALIEN VORTEX
by Andrew Haisley

It is the 23rd Century – unemployment 99.9% – due to 300% inflation, money replaced by credit discs – to relieve boredom the I.R.S.P. sets up huge gambling arcades – debts run high – inhabitants who cannot pay take part in "THE GAME". Transported to Launch Base 3 they are sealed into a Zelton Earth Defender and attacked by waves of mutant birds, specially bred on the Space Station Alien. Moneylenders bet on the length of the ill-fated player's survival, so recovering their losses.
SET your body modulator to HYPERDRIVE. PRIME your firing fingers and HANG LOOSE.
High scoring game.

ARCADE

VIC 20 unexp
THUNDERFLASH
by Andrew Haisley

The year 2500 A.D. has produced a problem: space Rats are using humanoids for experimentation! Their technical skills include impenetrable defence systems. A Royal Space Fleet Pilot sent to destroy them has been killed. YOU ARE INVITED TO TAKE HIS PLACE.
You will be bombarded by zig-zagging steel arrows – if not destroyed they turn into Thunderflashes which explode when hit. Being unstable they release sparks which you must destroy before they hit you. Your survival angers the Rats who increase the speed and fury of the attack.
High scoring game.

VIC 20 16K
DRAGON 32K
MICROPOLY
by Richard Fry & Simon Lacey

Play this version of the family board game with a competent and challenging microbanker and property tycoon. State of game and board on instant recall – or the game saved.
Game for up to four players AND the computer.

VIC 20 Unexp
COBUS MAZ
by Dave Gibson

A series of ridiculously impossible layouts which our self-destructing Programmer has devised for VICtims! Just get from "A" to "B" without being blown up or eaten by a COBUS – simple? You are given five lives and five ZOGS to hyperspace a COBUS when you are cornered. Successful exit brings the reward of greater challenge with progressively difficult layouts and hidden complications. Keys require collecting in a correct order to open the door, devilish invisible mines and

TI 99/4A Ext. Basic
HOUSE OF BUGS
by Tony Frampton

The Bugs in this game will raise your blood pressure to the limits and drive spectators into a frenzy!
In this high scoring game killer bugs roam the top floors. Stay alive by clinging to the ceiling whilst they pass beneath, but you cannot seek refuge on that square again. BUNGE a Bug and gain 50 points, but he may return for his revenge – a vicious ritual followed by your paralysis and death! WATCH the Bugs go hopping mad when target scores give you the services of a Blasterer.
Fantastic graphics and sound.

TI 99/4A Ext. Basic
TANK BATTLE
by Tony Frampton

Can you hold back a relentless army of tanks, sometimes in convoy but often slipping in under the cover of their barrage of gunfire as they try to penetrate your anti tank barriers? Manoeuvre your tank controlling its gun barrel for accurate range. WATCH your salvos disintegrate the enemy. BUT BEWARE the deadly return fire. Realistic graphics and sound. Five skill levels – strategy to desperation.

TI 99/4A Ext. Basic
SPECIAL MISSION
by Tony Frampton

TOP SECRET – save the world from destruction – HOW? WHY? WHEN?
Your mission starts in a large briefing room: there is a door to the East. You can see a blood stained envelope and a cold strong box, you are carrying nothing at all! TIME is running out, the robots have been activated – WHAT ARE YOU GOING TO DO? Only a T.I. trained special adventure agent has a chance of saving millions from anihilation.

NEW

DRAGON 32K
SEARCHWORD
by Ian A. Macey

A WORD PUZZLER'S PARADISE! CREATE your own word puzzles by the thousand.
An irresistible game for word puzzle enthusiasts, this program offers endless permutations. The computer will accept any list of words containing from 3 to 12 letters and conceal them within a letter grid until the player identifies them by giving the correct start position co-ordinates and direction. Program also includes two demonstration files and word save facility. Hours of enjoyment for one or more players.



To: Temptation Software Ltd.,
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Rye, E. Sussex.

GAMES ✪ £5.95
1st Class postage and packing and our unique lifetime replacement guarantee
Overseas add £1.00 to each Game

Dealer/Trade enquries
& New programmes welcomed
phone Dave Clements
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Game
Computer
I enclose cheque. p.o. for £

How to progra
with a VIC 2



m your family
20 computer.



The VIC 20 can please all of the people all of the time because it has, quite literally, hundreds of software programs.

Programs that are exciting, fun, educational, musical and always entertaining.

There's ROM software (they're the cartridges you simply plug into the back of the computer) for only £9.99, and cassette programs (for use with the cassette unit) starting at under £5.00.

No other home computer offers such a choice.

Or, to put it another way: who in your family would have nothing to do with the VIC 20?

We suspect that the answer is no one.

Please send me Vicsoft, the free colour catalogue of VIC software.

Name ______________________

Address ______________________

____

____

Postcode ______________________

The Commodore Information Centre, 675 Ajax Avenue, Slough, Berkshire SL1 4BG. Tel: Slough (0753) 79292.

commodore

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GERONIMO
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AW NUTS!!
LATER..
HIGH OVER METROPOLIS DISASTER HAS STRUCK. A NEW BUILDING HAS COLLAPSED AND SCAFFOLDING SID'S ONLY HOPE IS TO PLANKWALK TO SAFETY-BUT WATCH OUT FOR MONSTERS!!
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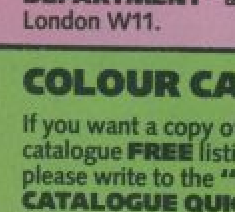


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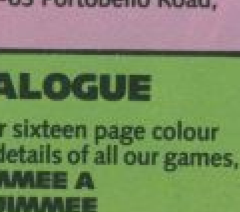
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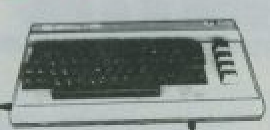
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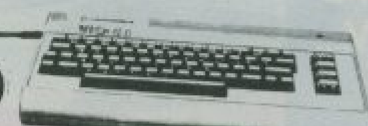
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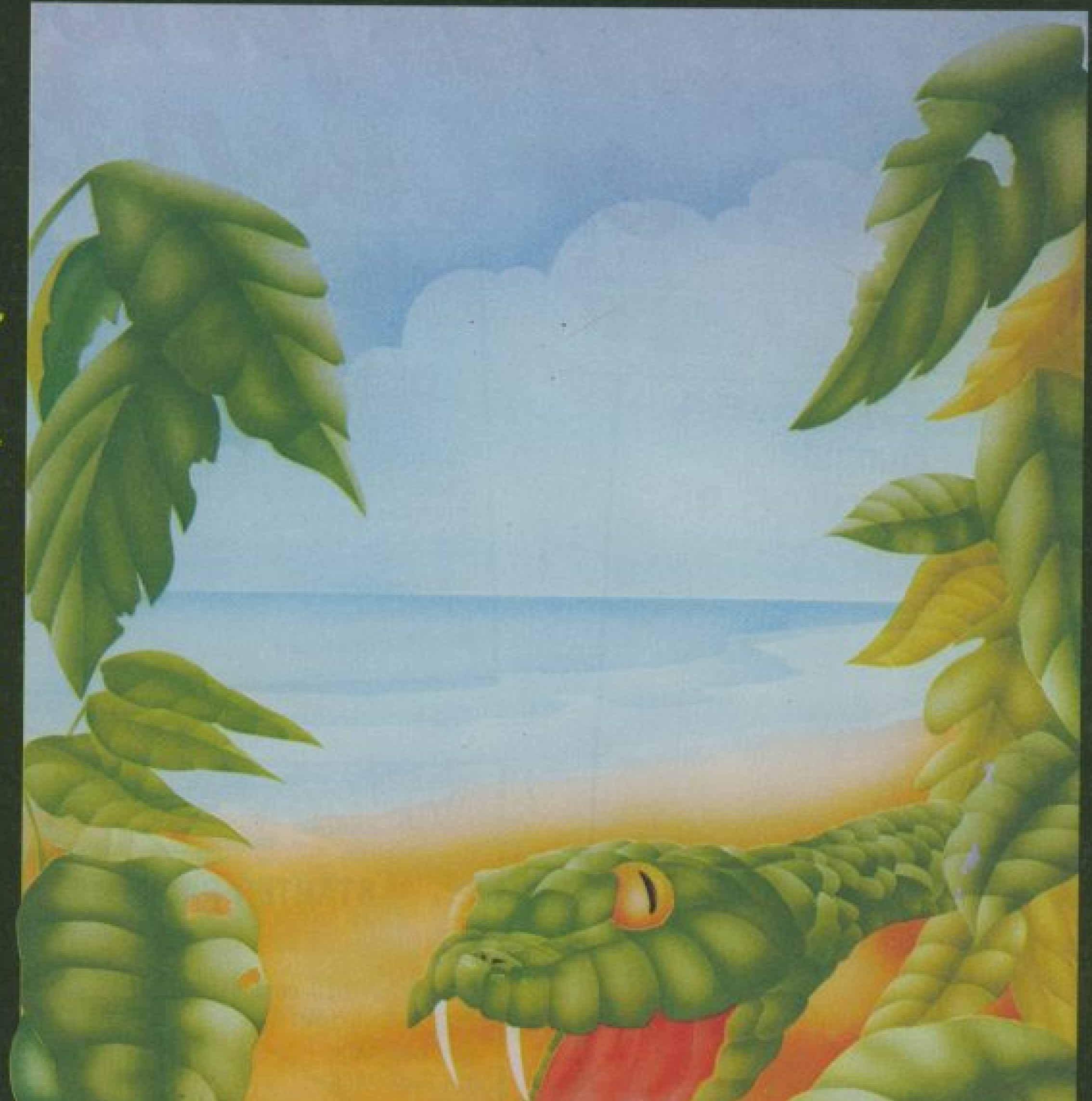
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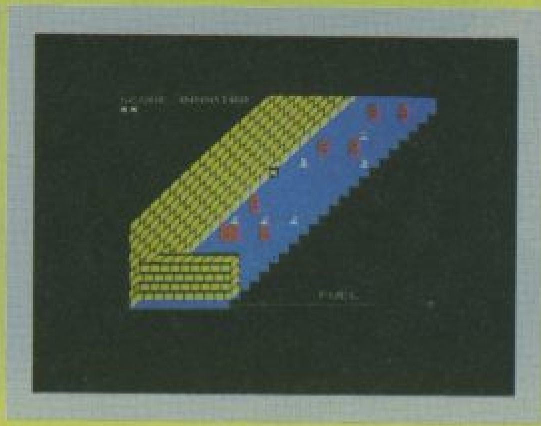
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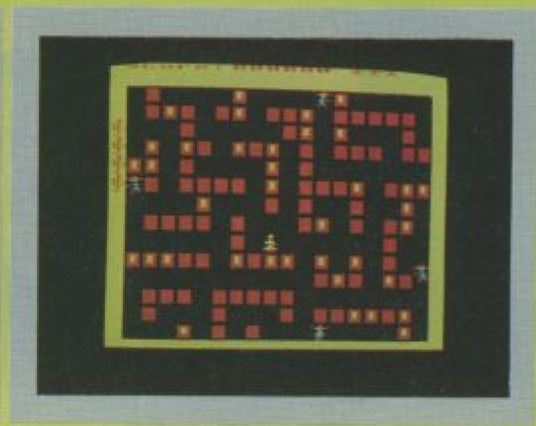




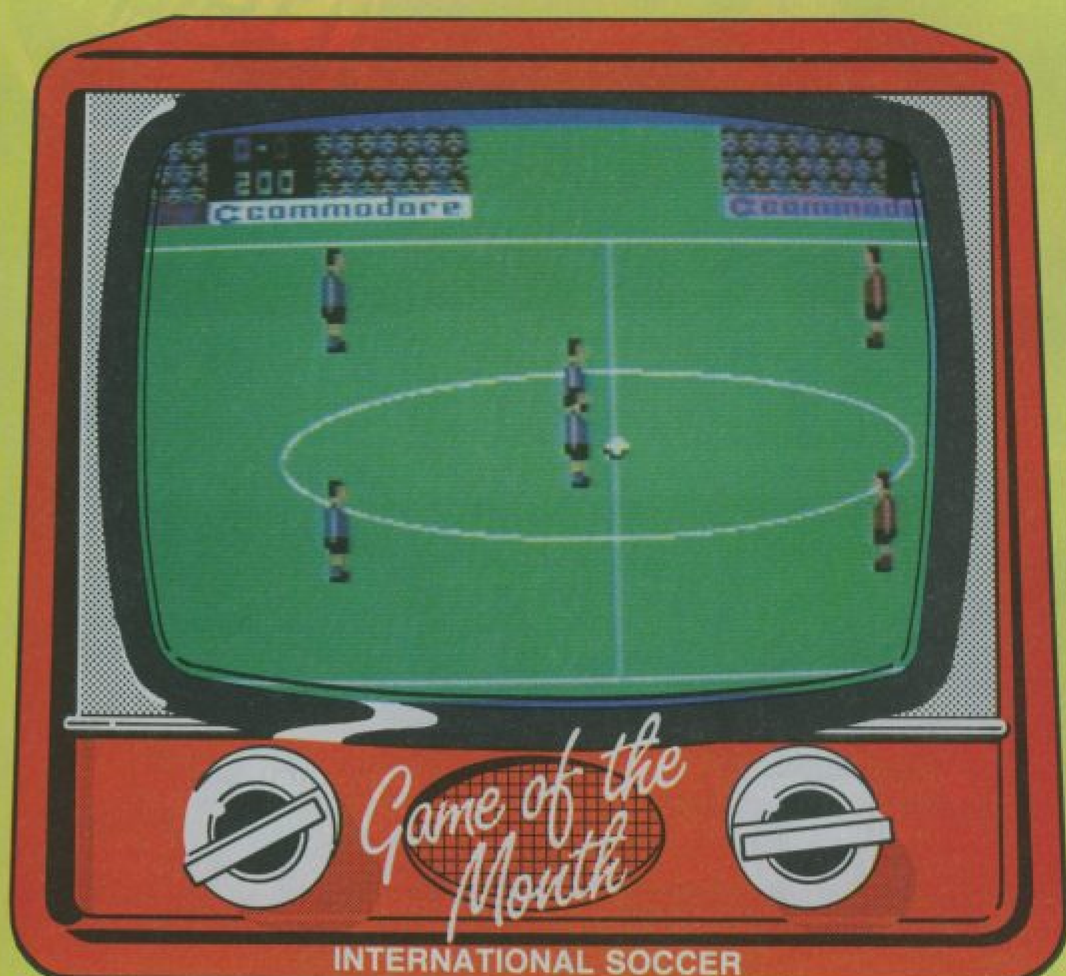
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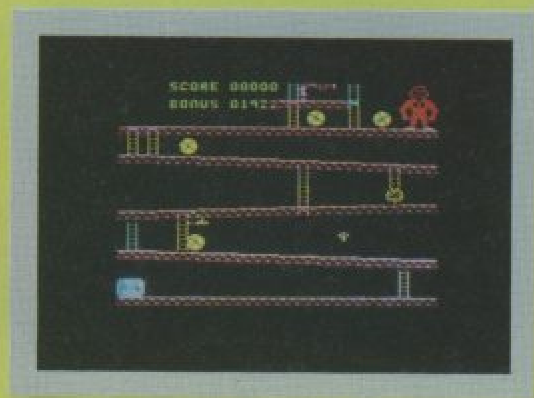


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KONG

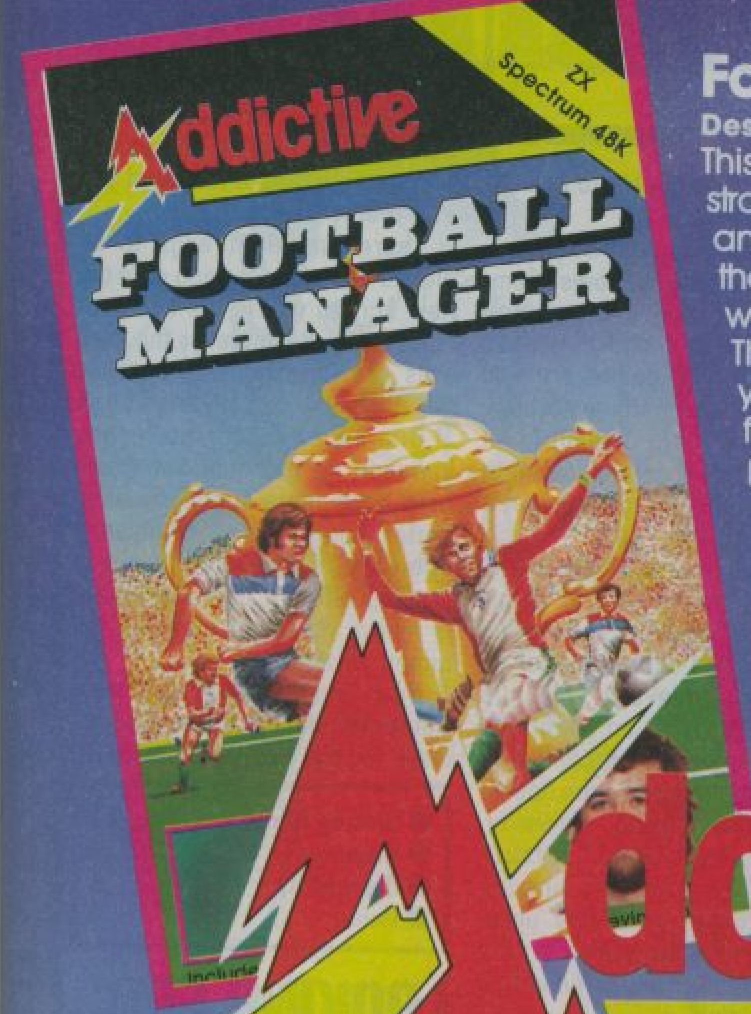


CYLON ATTACK

Have we got some great games for you this issue! Well, have we? Of course! Kicking-off with our game of the month — International Soccer for the Commodore 64, which we reckon will soon overtake Match of the Day in the popularity stakes. You'll find the review on page 28. We've also taken a look at Donkey Kong games for the Spectrum and come up with our favourite. Turn to page 28 if you're a Kong fan. Take a trip back in time to the good old Wild West and meet Saloon Sally. We take her to task on page 31. Arcade Zaxxon comes to the Spectrum with a slight change of spelling. Read our views on this 3D shoot-out on page 28. More space action when the Cylons attack. Are these aliens a real challenge? Find out on page 37. Jaws reappears from the depths attempting to take a bite out of unsuspecting water-skiers! Our water-sports reviewer reports on page 31.

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Designed by Kevin Toms

This outstanding game of skill and strategy is now widely available and you can join the many thousands of satisfied customers who have purchased the game. This is no five minute wonder – you will be playing this game for hours over many weeks (we know – our customers tell us!).



Kevin Toms

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★ Promotion and relegation ★ F.A. Cup matches
★ Injury problems ★ Full league tables
★ Four Divisions ★ Pick your own team for each match
★ As many seasons as you like
★ Managerial rating
★ 7 skill levels
★ Save game facility

Addictive

*ZX81 Chart, Home Computing Weekly 16.8.83

Programmers
We want your software. Send us a sample, if accepted, we will supply generous royalties plus cash advances *plus* free advice from Kevin himself!

Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

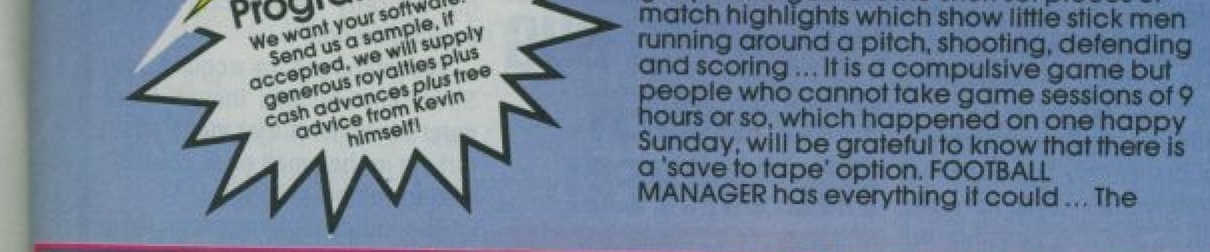
"It's my own fault you *did* warn me – I am totally and completely hooked on FOOTBALL MANAGER." (Mr. A. Wright – Lancashire.)

"It is by far the best software game that I have seen for the Spectrum." (Mr. N. Lincoln – Surrey.)

"I congratulate you for a marvellous game which keeps the player enthralled." (Mr. N. Creasey – Gerrard's Cross.)

"I am writing to say what a great game it is. I have spent over 45 hours on it." (Mr. D. Fearn – Gloucestershire.)

"Your FOOTBALL MANAGER game is terrific." (Mr. N. Cumming – West Bromwich.)



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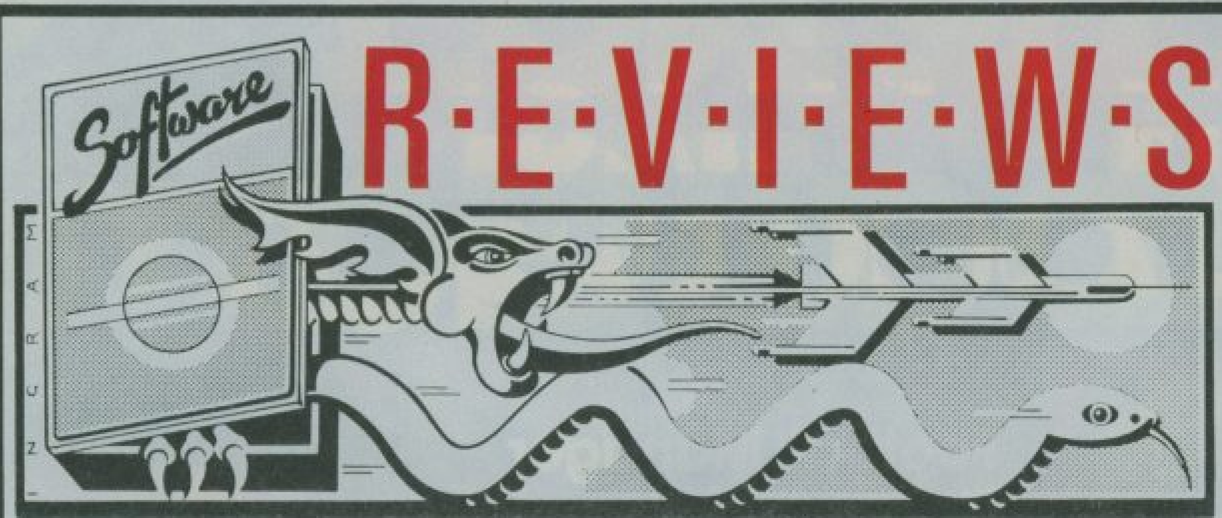
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COMMODORE CUP FEVER IS CATCHING!

SOCCER

H.R.H. makes her début in computer games when she presents the winning captain with the trophy in Commodore's latest International Soccer Cartridge.

The football game is by far the best sports simulation ever produced for any microcomputer and is the standard by which all future sports games will be judged.

Several game play options enable you to choose the colour strip of your team so that you can choose your favourite team's colours, you can also choose the length of each game and whether to play against a friend or take on team Commodore.

It's the graphics that make the game — the running movement of the players is about as authentic as computer graphics will allow.

When the ball goes out of play the computer acts as referee and knows whose throw it is — the nearest appropriate player trots over to the ball, lifts it above his head, and throws it in. The ref also awards corner kicks and goal kicks and is very fair and sporting generally which deserves praise as in the one player game the computer is both referee and opponent.

The goalkeeper is capable of athletic dives and leaps that would make even Pat Jennings sit up and take notice.

There are so many nice 'extras' in this cartridge like the cheering crowd who sway to and fro when a goal is scored, and the advertising slogans around the perimeter of the pitch but perhaps the best is at the end of the game when the winning team line up in front of the stand and are presented with the cup by the Queen. The winning captain then raises the trophy above his shoulders to take the adulation of the fans.

The game plays well as having outstanding graphics — passing and shooting require considerable skill and it is possible to construct some quite complex moves.

The best game yet for the Commodore 64 and at only £9.99 an absolute must.

● Getting Started	7
● Graphics	10
● Playability	9
● Value	10

NO SURRENDER IN THIS BATTLE ROYAL

TANK BATTLE

Whole divisions of enemy panzers are about to breach the anti-tank barriers to be let loose on your HQ. With only three tanks left, can you stop the invasion and prevent an unconditional surrender?

Moving east and west you can elevate and lower your tank's gun turret to alter the trajectory and range of fire.

The battlefield erupts in explosions as the enemy fire back — unfortunately their fire is horribly accurate — but it is possible to knock out quite a few before you go up in flames.

The enemy tanks move from right to left across the screen descending towards the anti-tank barriers. Once they've reached this point they are below your gun barrel depression and it's impossible to hit them.

It states in the cassette inlay that once 10 tanks have penetrated your defences the game ends; in reality only five have to get through to your HQ to end the game.

Some tanks appear as 'ghost' tanks — mere shadows compared to the rest. I'm not sure whether this is meant to portray distance but 10 points are still awarded if you manage to blow them up. Far more difficult to hit are the red tanks which seem to appear at random and move at a faster speed.

There are five difficulty levels, although I wasn't able to determine much difference between them. In fact, I scored higher on level 5 than on level 1.

Tank Battle is enjoyable to play with the added incentive of trying to beat my previous best in the Hi-Score charts. However, control is with the TI joystick which is exceptionally uncomfortable to use and very unresponsive — the game would have been much improved with a better joystick.

Using an Extended Basic cartridge, Tank Battle is available from Temptation Software for the TI99/4a at £5.95.

● Getting Started	6
● Graphics	7
● Playability	6
● Value	6

PIRANHAS BUG YOU UNDER THE WAVES!

BUG DIVER

Frogger dons a wetsuit in this latest version of the hit scrolling arcade format.

You play the part of a little sea bug who decides to help out some fishermen by collecting fish eggs from the depths of the ocean floor.

There's only one problem — these eggs are guarded by a shoal of ferocious piranhas. Grimly they swim back and forth over the valuable cache of eggs and will go to any lengths to stop them being stolen.

Your job is to stay alive by dodging the piranhas in a very Frogger-like manner using the cursor keys. Once at the bottom, pick up an egg and try to make it back to the surface where the thankful fishermen will come along in their speed boat and relieve you of your load.

A nice feature in the graphics is the piranhas' faces, when they eat you — it happens all too frequently — they all turn as one to face outwards and leer at you in a toothy grin!

There are eight eggs to be picked up before moving onto the next screen where life becomes more difficult. However the controls are unresponsive and you will do well to pick up three eggs.

Bug Diver is an interesting variation on a theme but would have been more successful with better controls and stimulating sound effects. Every time a piranha bites, a burp-like sound is heard, no doubt from the full tummy of the fish!

Bug Diver is available from Somerset based Galactic Software for the Dragon 32 at £5.50.

● Getting Started	4
● Graphics	6
● Playability	5
● Value	5

LOOKING FOR TOP OF THE KONGS

KONG

If you are after a Kong game for your Christmas stocking you've got a pretty bewildering choice on your hands.

We managed to acquire four Spectrum versions though there must be at least that many again lurking in the small adds columns of the computer mags.

The most disappointing thing about Spectrum Kong, which all the versions we tested have in common, is that Mario has been reduced to a stick man. This detracts from the cuteness of the game — which was a major reason for its success in the arcades.

First up on screen was Blaby's Killer Kong with a deluge of barrels which were very difficult to

continued on page 31

continued from page 28

hop over. This game also has the unfortunate distinction of having the oddest Mario. The little Italian must have had too much vino as he wobbles along in the most ungainly fashion with his feet pointing inwards.

If Blaby's Killer Kong was a bit too difficult then PSS's Krazy Kong is guilty of being too easy. I hopped my way onto the third screen on my first go — which was satisfying but not very challenging.

Neither Blaby's or PSS's game managed to capture the feel of playing the arcade game and some silly frills like an RIP tombstone which appears in PSS's game every time Mario gets splatted didn't add anything.

If software houses insist on ripping off ideas from the arcades then they may as well at least try to do accurate copies.

But if these two versions were average at least they were not as bad as C Tech's Krazy Kong which took about half an hour to load, was nothing like Donkey Kong, and had more bugs than a mangy old moggy. Happily there is one reasonably good version available in the shape of Kong from Ocean.

The game is fairly close to the arcade game, strikes just about the right balance in difficulty, and has some useful extras. Most useful of these is a training mode which enables you to choose which screen you want to start on and avoid having to go through screens one or two to get to the level which you have not yet mastered.

So if you are getting a Kong for your Spectrum — and lets face it the game is as obligatory to your collection as a maze game and a shoot 'em up — then Ocean's Kong is C&V G's choice.

Kong can be purchased in most high street software outlets at £5.95.

● Getting Started	8
● Graphics	6
● Value	7
● Playability	7



NOW JAWS BYTES BACK

AQUAPLANE

With jaws snapping, the giant shark leapt out of the water. Only the quick thinking of the speedboat driver prevented yet another waterskier's death.

You are in control of a speedboat which is taking a waterskier out for a joyride. For a while all is plain sailing until you enter an area of uncharted water. Giant pieces of driftwood surround you and to make matters worse — you have to guide both the boat and luckless skier round huge outcrops of rock looming out of the water in your direct path.

Breathing a sigh of relief you burst out of this hazardous area only to find worse ahead.

Firstly a flotilla of yachts and then a series of motor cruisers piloted by thoughtless individuals bear down on you at collision speeds.

With a flick of the wrist you send the wheel spinning and thinking of your hapless passenger weave and dodge through the yachts, cruisers and yet more rocks.

But you're not out of danger yet; fear wells in your throat when you recognise what can only be shark fins milling through the water towards the waterskier.

Can you tow him safely through those snapping jaws?

You have three lives and will lose one if either you or the waterskier crashes.

I can understand the speedboat exploding when it hits a rock but it seems a little incongruous when the waterskier explodes as well!

The cruisers apparently have some special powers as it is possible for them to steam straight through the rocks and come to no harm at all.

There is a high score table at the end of each game and bonus points are scored if you manage to get through each phase without losing a life.

Keyboard controls are easy to master on the Spectrum with 6 and 7 controlling up and down movement and 0 featuring thrust. This is graphically very realistic as the boat will start to plane as it gathers speed. However, I did find the game very slow to play and found it was fairly easy to reach the fourth phase.

Aquaplane is available from Southampton based Quicksilva for the Spectrum 48k at £6.95.

● Getting Started	7
● Graphics	7
● Playability	4
● Value	5

VERDICT OF THE CHAMP

SUPER COBRA

When C&VGames went to Munich to watch Andrew Brzezinski cruise home in the Senior Video Games World Championships we quickly realised that this guy knows a thing or two about a joystick.

We were so impressed that we signed him up on the spot to join the Computer and Video Games elite corps of games reviewers.

This month Andrew casts an expert eye over Super Cobra — Parker Brothers latest arcade clone.

You command a helicopter on flight through hostile enemy terrain — over hills, castles, tall buildings and through caverns towards your goal — a box of money waiting to be picked up.

There are twenty two levels to be flown through each with its own hazards and enemies to be defeated.

The distance you have travelled is shown at the top of the screen by a row of rectangles filled in one by one as you progress.

Armoury is in the shape of an unlimited supply of bombs and missiles — though it is impossible to fire these simultaneously as in the arcade version.

Fuel is limited so you will have to bomb fuel dumps as you go to replenish your supply.

The U.F.Os were a bit disappointing sitting completely stationary and making dumb noises — though they did become a bit more intelligent further into the game.

One good feature of the game is that it allows you to restart where you left off — rather than flying through all the previous levels — though you will have to suffer the insult of playing at the beginners level to take advantage of this option.

If you succeed in your mission — you are congratulated and then sent back to the beginning with a new life as a bonus.

An interesting game to start with — although it became a bit boring after a while as it does not get progressively more difficult with each new mission.

The game is in the shops now at £29.95 from Parker stockists.

By Andrew Brzezinski — Atari over 18 Video Games World Champion.

● Getting Started	9
● Graphics	8
● Value	7
● Playability	8

PENGO TURNS COW GIRL

SALOON SALLY

"Watch them cowboys, Ma'am!" — as you'll have to keep your wits about you if you don't want four hefty desperado's jumping on you.

In the depths of cowboy country, Sally's saloon is being torn about by some mad, bad cowhands. So involved are they in bashing each other up that they forget about the stolen gold

continued on page 32



continued from page 31

they've left lying around on the table tops.

In just retribution for the damage being caused, Sally slinks around the room collecting up the stolen gold. However, occasionally a cowboy catches up with Sally in the act of filching his loot and jumps on her in a mad frenzy. Poor Sal — she's only got four lives and she'll lose them if she's not careful.

Sally's one method of defending herself is by hurling tables and chairs at the baddies, which effectively puts them out of action for a while.

Once she has successfully picked up all the bags of gold you move onto a new screen where the layout of the tables changes.

An ever present jingle plays throughout the game which at first is quite catchy but after about five minutes of play begins to pall. I found it very irritating that there was no on/off option for the sound. However, the sound is effective in that it resembles a honky-tonk piano such as those found in old westerns.

Saloon Sally is based on the original theme of Pengo, the arcade game; the idea has been successfully transferred from the Arctic to the wild west and is very addictive in its own right.

With keyboard control, the game is easy to master and is very playable as there is room for a certain amount of strategy. Crushing all four cowboys at once will earn bonus points and I found that it was possible to trap the odd cowboy by manoeuvring tables round him thus leaving one less nasty to contend with.

Saloon Sally is available from London based Psion from the BBC Model A&B at £7.95.

● Getting Started	8
● Graphics	5
● Playability	5
● Value	7

ARCADIA GETS A ROCKET

ARCADIA

You'd think that converting a smash hit game onto a bigger more powerful machine would prove a cinch.

In practice it's apparently quite the opposite. Spectrum Arcadia is one of Imagine's best games whereas Arcadia for the Commodore 64 is little more than a second rate imitation.

The game follows the theme of the Spectrum version but lacks any of the "elusive playability" of the original.

The game is set in a galactic war. You're the sole surviving rebel facing the Federation's huge war machine. You control Arcadia, the galaxy's most powerful space craft. Wave after wave of the Empire's forces attack Arcadia, each new onslaught bringing fiercer and more intelligent opponents.

The first attack wave consists of rockets flying over head, which are fairly innocuous apart from dropping the odd bullet.

Progressive levels become more difficult if only because of the shear numbers of aliens present. Each sheet sees the appearance of a new and exotic alien race, intent on destroying Arcadia for the greater glory of the Empire.

Arcadia 64 is a very average game typical of games produced a year ago but not up to the standard demanded by todays computer owner.

If the program has one redeeming feature it's the keyboard control. The player can choose between a wide range of key layouts one of which is bound to suit them.

Arcadia is for the Commodore 64, one or two players and has a joystick option.

The game is in the shops now or mail order from Imagine software costing £5.50.

● Getting Started	7
● Graphics	6
● Playability	5
● Value	6

NOW RACE THE NASTY RODENTS

RADAR RAT

Eeeeek!! Watch out . . . a Radar Rat is coming to eat you alive!! This is what you must avoid in a new crazy maze chase called Radar Rat Race.

The scene takes place in a gloomy stone block maze where you have been imprisoned by an evil rat invasion force. You play the adventurous mouse whose only chance of survival is to gain enough strength and vitality and escape the maze. This can only be accomplished by eating your way through the numerous lumps of cheese kindly planted by an admirer!

Roughly a third (or less) of the hi-res screen is given over to the four way scrolling graphical maze. To the right of this is a rectangular radar map — similar to arcade Defender — which shows you where the cheese is as well as opposing rats and cats!

The cats don't move, but are sitting in various places around the maze. On the other hand, the rats seem to have a degree of "artificial intelligence" as they immediately detect your presence and chase you. You have one deterrent. By pressing the fire button you will activate it. Now I don't want to go into that in too much detail. All I will say is that its foul stench completely obliterates the rats sense of smell — if they are silly enough to step in it — and they lose your trail for a while.

These droppings are limited and controlled by a time-factor, displayed at the top of the screen. If however a rat catches you, or you run into a cat, you will lose one of your three lives.

Direction is inevitably controlled by joystick. A speed control is not incorporated. Because of this, when you come to a stone block in the maze, and you're not controlling the mouse, its direction (either left or right) will be decided by the computer.

This effect often interferes with your decision, producing a direction totally unrequested! Frustrating to say the least.

One annoying characteristic of the radar map, is that advancing mice are represented by tiny red dots which are hard to detect.

The constant background sound is pathetic! It plays *Three Blind Mice*, using only one of the three available voices — what an insult to a machines' good sound system!

Once a screen had been completed by eating all the cheese, subsequent screens followed in the same style, with faster action. Apart from the sound and few other irritating aspects, the game is quite exciting and amusing to play.

Radar Rat Race is available from Commodore Electronics for the Commodore 64, at a price of £9.99 (inc. VAT).

● Getting Started	8
● Graphics	6
● Value	7
● Playability	7

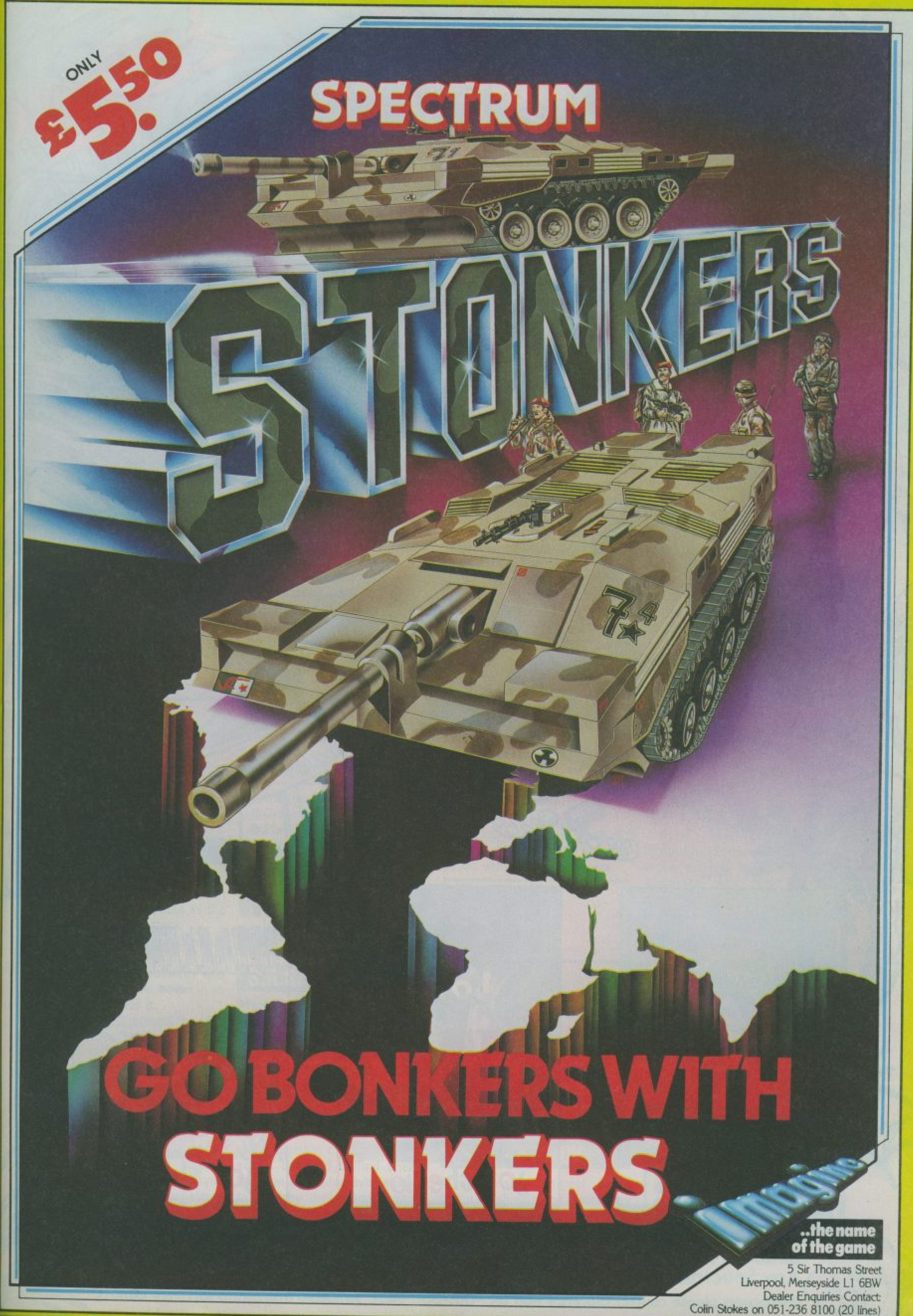
WHEN BENGO MEETS THE SNO YETIS

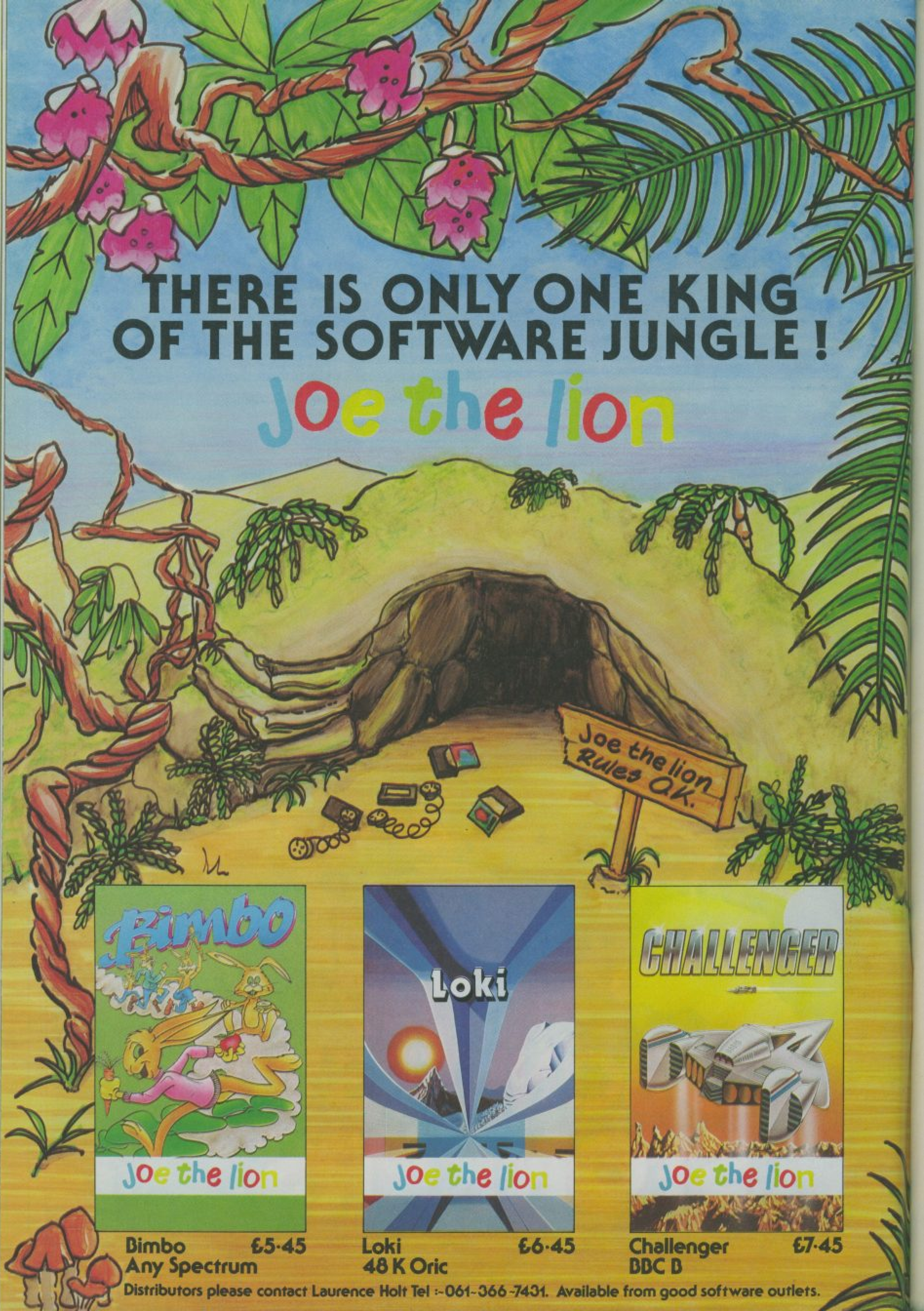
BENGO

Driven wild by the smell of human blood, Bengo is set upon by some murderous Yeti monsters. Can you save a harrassed eskimo from a very sticky end?

Set in the frozen wastelands of an arctic icefield, Bengo is trying to get the best of the Sno-Yetis. He has found that the best way of dealing with these hairy nasties is to hurl blocks of ice in their direction and squash them.

continued on page 37


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continued from page 32



The screen is covered in blocks of ice and is very similar to the arcade game Pengo, on which Bengo is based.

Our quaking eskimo starts off in the middle of the screen surrounded by Yetis and, in a set time limit, must finish them all off before they get him.

It's possible to manoeuvre blocks of ice around a Yeti and trap him. This makes it much easier to squash him, however you've got to be quick as the Yetis can melt the ice and escape!

There are nine difficulty levels and on the ninth life is fraught with danger as the pace becomes very hectic with Yetis and ice blocks whizzing round the screen.

I did find Bengo somewhat repetitive as the game didn't change in the various levels other than the addition of extra Yetis moving around at a greater speed. However, graphically and with its fast action, it is one of the better games for the unexpanded Vic-20 and is available from Manchester based Mr Micro at £6.90.

● Getting Started	6
● Graphics	8
● Value	6
● Playability	5

REVENGE OF THE MUTANT MICRO-CHIPS

TRANSISTOR

Revolution is brewing inside the BBC micro. The printed circuit has become a battle field as the CPU comes under attack.

The computer's components have become jealous of the CPU's power and authority and are moving down the tracks in an attempt to destroy it.

Your aim is to protect the 6502 from the rogue resistors and capacitors by firing pulses of electricity along the circuit wires.

The display shows the silicon chip in the centre of the screen with eight wires leading from it, criss-crossing over the screen.

Each wire has fifty components attacking the chip. If you become helplessly overwhelmed you can press the panic button which destroys all the components on the wires. This can't be used regularly because once used, it takes 20 seconds before the "smart bomb" is re-armed.

Bonus points can be picked up by shooting one of four tools that appear around the edge of the printed circuit board, Transistors Revenge, requires quick reflexes and a lot tactical thinking. Not since Planetoids have I been so impressed with a BBC game. I am sure this game will soon rank along side Planetoid as a classic BBC program.

The game is very well written. After each game is finished the program gives you the option to start a new game from where you left off. It also allows you to freeze a game while you nip into the kitchen and grab something to eat.

Transistor's Revenge has to get my vote as the best BBC game of the year! Transistor's Revenge is available from Southend based Softspot.

● Getting Started	8
● Graphics	9
● Playability	8
● Value	10

WHO DARES MIGHT WIN

S.A.S.

Maybe it's because I'm a spineless, cowardly eight stone weakling that I can't get to grips with Peaksoft's game, S.A.S.

A more likely explanation is that it is a totally unplayable game.

S.A.S. is an army training simulation. You're the sole surviving member of an elite S.A.S. squad dropped behind enemy lines on an undercover mission to destroy the enemy's nerve centre.

First you must negotiate a mine field with the help of a stolen detector and a limited supply of hand grenades, while avoiding the scouting helicopter gun ships.

The game starts by asking you if you wish to have a briefing. I wish I hadn't.

Every single letter is printed individually and each screen takes several minutes to be filled. Even so S.A.S. had me pulling on my jack boots and plastering my face with camouflage makeup in anticipation. The game promised startling hi-res graphics, armed patrols and night forays into enemy controlled areas.

But promises are made to be broken. The only startling thing about the graphics is their low quality. It's difficult to distinguish between a helicopter and an armed foot patrol.

I find it hard to believe the courage of some software companies (Peaksoft is a particularly good example) who try to palm off sub-standard games written in Basic on an unsuspecting public.

Who Dares Wins is an apt motto for Peaksoft but I hope the public votes this one a loser.

● Getting Started	4
● Graphics	4
● Playability	3
● Value	5

SPACE BATTLES WITH THE CYLONS . . .

CYLON ATTACK

A space-ship control panel featuring shields and lasers may sound reminiscent of Star Trek but in Cylon Attack you command a freighter not the powerful USS Enterprise.

The place of the Klingons is taken by Cylons and you take the part of a 21st century cargo ship captain. Your ship has been commandeered by Earth's defence ministry to transport supplies and munitions to remote planets at the fringe of the Terran Empire.

You have refused to leave your ship and have volunteered to pilot the freighter on its hazardous journey through the war torn galaxy.

The cockpit display shows the condition of your shields, laser banks, the direction of your ship and a radar scanner showing the position of the oncoming Cylonians. The first wave of aliens takes the form of *Star Wars-type* craft and inflated space invaders.

From here on, the going gets tough, as the freighter's only means of defence is a single laser cannon to be fired, when a Cylon ship has entered the gunsights in the centre of the scanner.

Cylon reinforcements are drafted in for the second attack wave, and are faster and more accurate than their earlier comrades.

The graphics are good if a little flickery at times. The ship's instruments are clearly shown and highly colourful. The game offers two different key layouts and a joystick option.

My only real criticism is that the game is far too noisy and the sound effects and explosions will soon have you cringing.

Cylon attack is for the BBC Model B and is manufactured by the Manchester company A&F Software for £8.00.

● Getting Started	8
● Graphics	7
● Playability	7
● Value	6

AGF

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The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely *ALL* key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

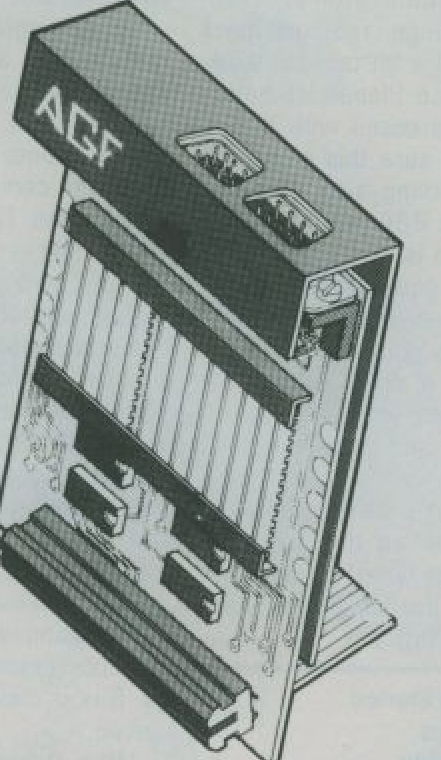
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is *not* power dependent the interface retains the last configuration made and can be immediately used when next switched on.



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- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
- Video Graffiti demonstration program which is written totally in BASIC to illustrate how all eight directions and fire can be read. This is also a useful high resolution drawing program.
- 12 months guarantee and full written instructions.

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MORE PROFESSIONAL BUGS!

Yet again, I've heard of more bugs appearing in so-called professional software. It may be that a single batch of these cassettes are faulty, or perhaps there really is a bug in the sequel to Ultimate's Jetpac for the Spectrum.

Lunar Jetman, as the program is called, has been causing problems for Karl Barratt of Cardiff. He has managed to get to the missile station with the gun fixed on the Moon Rover. When he fired at the missile going to earth, the screen blanked and the computer NEWed itself. He says that this happened four times in a row. If anyone else has had this problem, I'd like to know about it. Meanwhile, Karl, I suggest that you take Ultimate up on their offer to replace any faulty tapes.

Going back to the bug in Jetpac, Darren Scott from Corby, Northants thinks that he's found another!

If you play a 2-player game and player 2 beats the existing high-score, his score will not become the new high score. Has anyone else had this problem? If you have, then let me know.

KILLER BUG

I've also heard about a possible bug in Program Power's Killer Gorilla for the BBC. Matthew Fidell writes from Taunton in Somerset that the program has a nasty habit of placing a new screen on top of the old one! You can play on for a moment, before the game crashes completely. Has this happened to you?

VIC TIP

VIC owners should find this routine quite handy. It will stop anyone from breaking into a Basic program once it is running.

When you press RUN/STOP the computer starts a machine code program whose starting address is in locations 770 and 771. If you change the contents of these locations to the machine code which is executed when the machine is first turned on, then when someone presses RUN/STOP the machine will think that it has just been switched on and will clear all its memory.

To change the addresses, just type POKE 770,34: POKE 771,253 and now try breaking in to your program. Remember to save anything on tape first, as it will be lost forever once you type RUN.

You can return the machine to normal by POKE 770,131:POKE 771,196 Thanks go to Nicholas Cole of Selby for this.

DRAGON INTO TANDY WILL GO

For everyone who's always asked why we don't publish many TRS 80 listings, here's a way of adapting some Dragon programs from previous issues for the Tandy Colour Computer.

When the Dragon PEEKs locations 341-344 it looks for a value of 223 to register an arrow key. The TRS 80, though, uses 247.

You can alter Fox and Hounds from August's issue to run on a Tandy Colour computer by changing lines 620 to 650. Change the 223 in the brackets to a 247. Thanks go to D. Healey for this. (No not that D. Healey.)

SPEC-SCROLL

Paul Jennison of Hull sent me a useful tip for Spectrum owners. Although there is no command in Basic to scroll the



Write to me at Bug Hunter, Computer and Video Games, Durrant House, 8 Herbal Hill, London, EC1R 5EJ. Or phone me on 01-278-3881.

screen up by one line, such a routine does exist in the ROM. Simply type LET L=USR(3280) and the contents of the screen will be scrolled upwards by one character.

UNBREAKABLE SPECTRUM

Robert Burgess writes to me from Rotherham on some wonderful note-paper with that Bear named after a railway station smiling in the corner. (Haven't you heard of Liverpool-Street Bear?)

If you want to protect your Spectrum Basic programs from being copied, try this, which will put a REM at line O which cannot be erased. You could put your name here, perhaps.

Decide on your REM line and type it in as line 1. Then enter: POKE (PEEK(23635+256*PEEK(23636)+1,O and the line will change from 1 to O. Try deleting it! And remember; keep eating the marmalade sandwiches.

MOON GUARD UPSIDE DOWN

Going back to our 3D issue from October, Peter and Ana Ells sent me this suggestion for Moonguard for the BBC model B.

With their monitor, they found that the 3D effect was easier to see if the screen was inverted. To do this, alter the program as follows. Firstly, swap lines 430 and 450.

Then, alter 2460 to 2610 to read:

```
2460 VDU 19,0,5,0,0,0
2470 VDU 19,1,4,0,0,0
2480 VDU 19,2,1,0,0,0
2490 VDU 19,3,0,0,0,0
2500 VDU 19,4,4,0,0,0
2510 VDU 19,5,4,0,0,0
2520 VDU 19,6,0,0,0,0
2530 VDU 19,7,0,0,0,0
2540 VDU 19,8,1,0,0,0
2550 VDU 19,9,0,0,0,0
2560 VDU 19,10,1,0,0,0
2570 VDU 19,11,0,0,0,0
2580 VDU 19,12,0,0,0,0
2590 VDU 19,13,0,0,0,0
2600 VDU 19,14,0,0,0,0
2610 VDU 19,15,0,0,0,0
```

SPECTRUM MEMORY COUNTER

Kai Weber from Reading sent the following hints for Spectrum users. If you're writing a program and want to know how much memory you have left, then you can use the FRE command on most Basic machines. However, the Spectrum lacks such a facility from Basic.

But the machine must need such a function in its ROM to see whether or not a program line will fit.

The code does exist, and you can find out how much memory is left by typing PRINT 65535-USR 7962.

Also, says Mr. Weber, it can be tiresome having to pull out the plug to reset the machine. This normally has to be done if there is graphics or machine code stored above RAMTOP, the parts of memory where CLEAR cannot reach. Typing PRINT USR O will do the same job, clearing the whole of RAM.

WHOOPS THE TI JINX STRIKES AGAIN!

A couple of lines were left out of the instructions for the 3D maze game for the Texas TI99/4a in the yearbook.

Firstly, the game needs an Extended Basic cartridge to run. Also, we didn't explain how to get the black graphic character which is used to make the maze. It is created in line 14 to 27, and is a CTRL-COMMA.

BY ROBERT SCHIFREEN

VIDEO



HOT SHOT'S PRICE BEATERS

A new range of no less than 24 VCS titles have just been imported from Germany at the knock-down price of £6.95.

The Hot Shot range is manufactured by Goliath Electronics of West Germany.

Some of the highlights of the range are Pac Kong a hybrid of the famous maze game and climbing game. You have to get a harassed construction worker up to the top of a building without being thrown off by an angry mob of bricklayers.

Dream Flight is said to be the toughest of the range in which a nightmare becomes reality. As you fly your helicopter back to base, you come up against a swarm of flying demons heading straight towards your cockpit.

Organized crime comes to video games with Mafia. In this game, you play the part of a warder who is trying to prevent a break out of some of the most dangerous gangsters.

There are several space shoot-'em-ups in the range, with titles like Astro Attack, Space Eagle, Space Raider, Time Race, Space Robot, Galactic and Black Hole.

If cute games are more to your liking then you might try Tom Boy, Felix's Return, Squirrel & Snail and Forest.

The Hot Shot range should cause quite a stir in the video games' business selling at less than a quarter of the price of Atari's and Activision's top of the range games.

The only unknown factor is the quality of the games — and you'll just have to wait until the Joystick Jury passes its verdict to find that out.

TOP TEN	
1	**Pole Position** Atari
2	**Dig-Dug** Atari
3	**Enduro** Activision
4	**Battle Zone** Atari
5	**Phoenix** Atari
6	**River Raid** Activision
7	**Donkey Kong** CBS
8	**Zaxxon** CBS
9	**Tutenkham** Parker Bros.
10	**Robot Tank** Activision

ATARI GAMES

The Colecovision Atari cartridge converter is now on sale.

The add-on enables Colecovision owners to play Atari VCS games on their new system.

The box should particularly appeal to people who already own a VCS but want to upgrade to a Colecovision.

They can now do this without making redundant their existing collection of games.

The converter is available from Silica Shop and most Coleco stockists at £59.00.

YEAR OF THE TIGER

The entire Tigervision range is now available in the UK.

After a wrangle as to who the main importer would be, the new London-based distributor — Prism, are bringing the games into the country.

The best known game in the range is Miner 2049'er which is up before the court in Joystick Jury this month.

Also in the range is Jawbreaker — a gobbling maze game where a pair of false teeth go to work on the candies and chocolate bars in a sweet factory.

If you are sweet enough, you may decide to try your joystick, at Marauder where you have to get through six mazes to recover the cosmic treasure. Watch out for the robots — they've got different plans for the glittery stuff.

Also in the range is Tigervision's answer to Donkey Kong in the shape of King Kong, which features the sky scraper and giant ape of the famous film.

Threshold is a classic space shoot-'em-up with up to 10 different space enemies waiting to attack your ship.

The games are in the shops now or available by mail order from Prism at £21.95 for Jawbreaker, Marauder, Threshold, and King Kong. Miner 2049'er is slightly dearer at £27.95.

MOON BUGGY

Moon Buggy is the latest arcade clone being offered by Atari for the VCS.

The arcade conversions are coming thick and fast as Atari seem to be concentrating on this type of game rather than releasing original projects.

Moon Buggy was a minor hit in the arcades and is still claiming 10p pieces in several of the country's arcades.

The game combines elements of Scramble and Donky Kong — you scroll from left to right along a lunar landscape. Push the joystick forward to make the buggy jump over craters and crevices.

You are armed with a laser gun which can fire simultaneously in two directions. Useful when you are attacked from the skies and have to blast an obstacle out of your path as you travel.

Points are awarded for hopping over craters and mines and blasting the UFOs as well as the tanks that march towards you in the later stages of the game.

Moon Patrol will be in the shops at the end of December and early January at £29.99.

Also making a guest appearance on an Atari cartridge early in the new year will be the delectable Miss Piggy who has taken time out from the Muppets to star in her own game.

Atari are not saying what other Muppets will be her co stars but let's just say the lovely lady is attempting to get a certain other character up the aisle.

Cartoon games are a new departure for Atari. Two other characters due to make an early appearance on cartridge in 1984 are Snoopy and that incorrigible Roman soldier Asterix.

GAMES TIPS ON VIDEO

Here's yet another use for your crowded TV screen! Tips on video games on a video-tape. Polygram Video is releasing three tapes collectively called *How to Beat Home Video Games.*

Tape one is called The Best Games and features hints, tips and strategies for games on the Atari VCS system, including Demon Attack, Yars Revenge, Chopper Command, Frogger, Pac-Man, Donkey Kong. Twenty games are featured on this first tape.

Volume two brings you The Hot New Games including ET and Raiders of the Lost Ark, while volume three looks at the "super systems", including the ColecoVision and the Vectrex.

The tapes give detailed strategies for each game they deal with, and include slow motion blow by blow breakdowns of how to deal with nasty aliens or tricky ghosts. A narrator explains each move — giving hints on how to get maximum bonus points and even exploit bugs in programs to get those high scores!

Each tape lasts for 60 minutes and will be available to the video dealers at £19, £39 for all three. We hope to bring you more detailed reviews of each tape in future issue. But in the meantime why not check out your local video library to see if they have the tips tapes in yet! And watch out for a special video contest next issue!

THE FORCE IN STORE!

"May the Force be with you" — and you'll need it if you bump into Darth Vader whilst doing your Christmas shopping.

Lord Vader will be appearing in Hamleys and Harrods to promote Parker Brothers Star Wars games during Xmas week.

With only a handful of authentic Darth Vader costumes in the country, Parker have managed to obtain two of them courtesy of Lucas Films, the makers of the epic Star Wars Movies.



GAMING

TRY TO NAME THAT GAME

If you don't think Santa will bring you a video game system for Christmas then here's your chance to win one and get a Turbo Driving Module into the bargain.

Colecovision have really taken the season of goodwill to heart and given us three of their games systems regarded as featuring some of the best graphics around, with Donkey Kong cartridge and Turbo Drive Module thrown in.

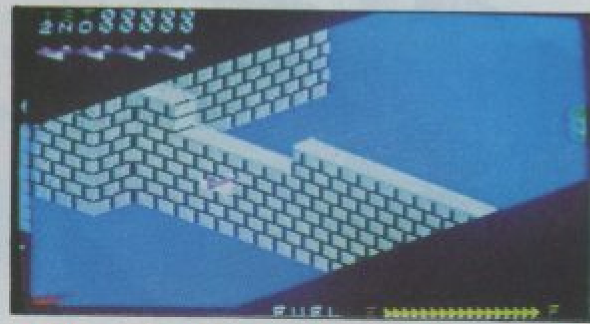
All you have to do is answer the questions under each of the pictures of Colecovision games.

Then rush your answers — on a postcard please — to *Computer and Video Games*, Colecovision Contest, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Entries cannot be handed in or delivered personally and the usual *Computer and Video Games* competition rules apply. Closing date is January 16th.



1) Name the Game?



2) Who makes the arcade version of this game?



3) Which screen is the player on: One, Two, Three?



4) Is this game called (a) Son of Kong, (b) Donkey Kong Jnr, (c) Donkey Kong Part II?

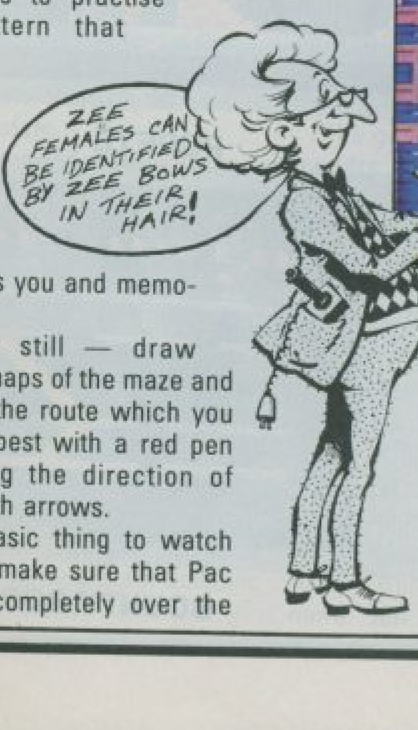
Professor Video's good high score guide.

We are pleased to be able to bring you a monthly column by the distinguished professor — holder of the Nobel prize for Alien Blasting, Maze Dwellers Award for Fruit Gobbling and author of many books including the best selling, How to Knock the Living Daylights Out of Nasty Little Aliens.

In his opening column he turns his attentions to the smash hit game Pac Man. His advice and strategy tips are based on the Atari VCS version — and are not always relevant to the arcades, Atari 400/800, and other home versions of the game.

Patterns are the key to consistent high scores in Pac Man. Unfortunately though — there is not one super-pattern that will suit everybody, or every screen in the game. The best advice is to practise the pattern that best suits you and memorise it.





Better still — draw several maps of the maze and draw in the route which you find the best with a red pen indicating the direction of travel with arrows.

One basic thing to watch for is to make sure that Pac Man is completely over the dots, in order to eat them. This is particularly important when reversing or changing direction — as you don't want to look back at a dot, which you think you have eaten, to find it still there.

Try to avoid eating the energising pills unless you are really in a tight spot or are sure you can extract maximum points from doing so.

When you become really proficient you should aim at leaving the board with all the power pills with one wafer adjacent to each so that you can tempt the ghost into a trap.

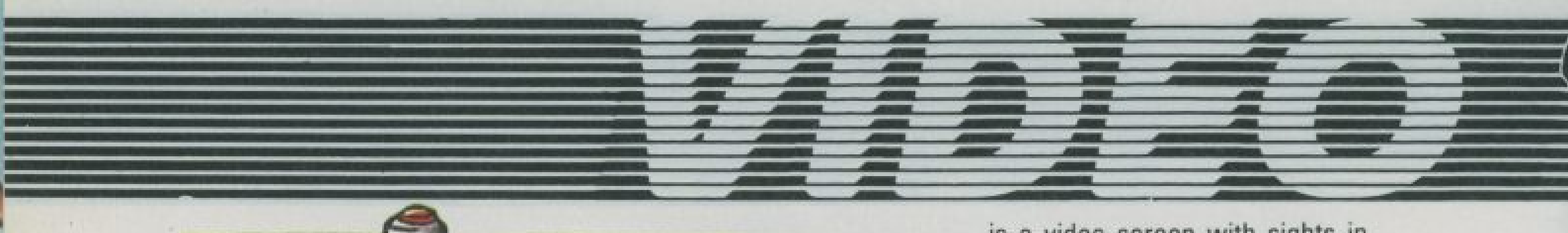
Make use of the tunnels — very often the ghosts will not pursue you through them.

Use them to plan your movement around the board — don't look upon them as merely emergency exits for when the going gets rough.

Good Pac play requires precision timing and strategy. It is not sufficient to know the correct patterns, you must also make your turns at just the right second and anticipate the movements of the ghosts caused by your moves.

One of the toughest rules of Pac Man that it is important to grasp is to learn to relax. VCS joysticks are not the most responsive sticks ever invented so don't wrench and pull, it only puts you off balance, makes the stick even worse, and upsets your concentration.

Professor Video wants your tips. In his search for perfection at all games the prof. is grateful to any readers who can send in tips, or interesting discoveries they have made whilst playing video games. We have bags of bug badges and *C&VG* yearbooks to give away for published tips. Mark all letters for the attention of the Professor at our Herbal Hill address.







ROBOT IN BATTLEZONE

Activision has a happy knack of producing the right games for the VCS at the right times.

It wasn't coincidence that Pitfall Harry was on sale while *Raiders of the Lost Ark* topped the cinema charts. And it isn't surprising to find that the company's version of arcade hit Battle Zone has almost beaten Atari's own to the high street stores.

Of course it has to go out under an assumed name, Robot Tank and it does include a few new features — but for once it's the Atari version which gets the jury's vote.

The original game (from Atari's arcade division) played on the duel of wits which took place between the computer-controlled tanks and the player's. Only by carefully outmanoeuvering an opposing tank could you be sure of getting in that all important first shot.

Activision is guilty of adding too much to a simple formula which worked well enough. Robot Tank utilises the Enduro skyline to give the game a day and night sequence. There is an addition of weather problems, snow, rain, fog or some of the opponent's fire can knock out vital parts of the tank's weaponry.

It all sounds as though it ought to improve the game, sadly it makes the whole thing a lottery compared to the the Atari version.

The scenario behind the game explains that renegade robotic tanks are threatening to destroy San Francisco. You must command still loyal robotic tanks to defeat the enemy.

Control is helped by a radar screen which shows up a telltale blip — an enemy tank. There is a video screen with sights in the centre for looking forwards onto a colourful landscape. The damage sensors show V.R.T.C. which stand for: video, intermittent loss of picture; radar, becomes inoperative; tracks, mobility is brought to a crawl; cannons, cannot rely on them firing.

Cannon fire can be guided onto the target. During nightfall only video and the flash of an opponent's firing gun give clues to his position. And each different weather condition presents its own problems. Robot Tank costs £29.95

THE VERDICT
Good graphics but the game doesn't measure up to the addiction generated by the Atari version.

- **Action** ⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addiction** ⊥⊥
- **Theme** ⊥⊥⊥⊥

SAVE ME POPEYE!

Ok you landlubbers clap your eyes on this review all about my lady love — Olive, that no good slob Brutus and yours truly Ordinary Seaman Popeye.

First thing I notice is me darlin Olive shouting for help at the top of the stairs — where this big bully Brutus is trying to keep her prisoner. So I reaches for me spinach but that snivelling Sea Hag pal of Brutus keeps movin it.

You can help Popeye save Olive in this latest home version of Nintendo's hit arcade game.

To complete the first screen Popeye has to catch all the hearts that Olive is throwing down — without letting Brutus catch him.

If you manage to grab your spinach you can punch Brutus into the middle of next week but — take care as the green stuff is in short supply.

When all the hearts have been caught screen two appears with Olive trapped at the top of a building. This time she is showering her true love with musical notes. Run up and down the ladders and along the platforms to catch them in the shortest time.

To make things even more difficult there is an ugly green monster — affectionately known as the Sea Hag — who keeps



ROBOT TANK



POPEYE





VENTURE



BOUNTY BOB



GAMING

lobbing empty beer bottles at you. If one of these makes contact it's curtains for you and Brutus for Olive so you have to dodge 'em or punch 'em to stay in the game.

Screen three's going to take all the spinach our hero can get and, as the advertisements for the game say, "I doesn't suggest ya tries it if ya eats yer spinach in a quiche". This is the toughest challenge in the game — with moving platforms, several flying beer bottles and a big black bird which can knock you off the platforms.

To rescue Olive on this final screen you have to catch the letters making up her desperate message — Help.

This is a most accurate copy of the amusing arcade which I would place in the top ten games available for Colecovision.

With Q'bert and now Popeye it looks as if Parker Brothers are really going to excel themselves on the Colecovision in a way they have not so far achieved on the other machines. £29.95 from Parker stockists.

THE VERDICT
Cutest game for Colecovision so far.
- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addiction** ⊥⊥⊥
- **Theme** ⊥⊥⊥⊥⊥

VECTREX BEDLAM

Bedlam is the latest shoot 'em up for the new Vectrex all in one games system.

Does it need another shoot 'em up was my first thought. With Web Wars and Fortress of Narzod just released and at least a half a dozen others in the existing range a different type of game would have added greater variety to the range.

The game itself doesn't quite come off. Your ship is trapped in a diamond shaped space. Nasties are coming at you from the corners and you have to rotate and shoot to stop them colliding with you.

When the aliens stop coming a new pattern appears with more spikes and faster aliens.

There are three game play options. As well as the basic game you can also add complicating factors like making the shape rotate left and right and also making it shrink towards your ship.

When the game gets really hectic you also have one smart bomb which you use to wipe out all the nasties on screen at that particular moment.

The game would be immeasurably improved if you could move your ship instead of merely being able to rotate.
This is not one of the better games for the Vectrex.

It would be nice to see a bit more variety in the range of games for the Vectrex — an adventure game or strategy challenge would be better.

THE VERDICT
If you want a new shoot 'em up for your Vectrex I would recommend Web Wars or Fortress of Narzod in preference to Bedlam any day of the week.
- **Action** ⊥⊥
- **Graphics** ⊥
- **Addiction** ⊥
- **Theme** ⊥

SURPRISE U.S. HIT!

One of the big surprises when the Colecovision went on sale in the US last year was the immediate success of Venture.

C.B.S. had forked out literally millions of dollars to buy the rights to hit arcade games like Zaxxon and Donkey Kong and yet, out-selling them all was Exidy's minor arcade success.

The good news for Intellivision owners is that the game is now available for the master component.

This game must rate as one of the cleanest conversions I have come across from one system to another, which bodes well for Intel owners if Coleco decide to convert more from their exciting range of titles.

Almost every detail is exact — from graphics to sound effects.

The game is quite similar to Atari's Berzerk — though much more fun with lots of extra features to keep you guessing.

You play the part of Winky who searches several monster-inhabited chambers for treasure.

Armed with his trusty bow Winky can pick up bonus points by killing the monsters who are trying to stop him from getting the treasure.

Once the treasure has been bagged our hero must make a hasty exit — back to the hallway.

Then he can move on to a new room and continue his search for more treasure.

When the treasure has been taken from all the rooms Winky goes onto a new level where the nasties are even nastier though the treasure is much more valuable.

The bounty from each successfully completed mission is displayed on an interim screen with question marks representing that which remains in possession of the chamber monsters.

This gives the game that addictive touch. You want to see all those treasures displayed on Winky's screen!

One slight disappointment with Venture is that when you complete the fourth chamber you go back again to the first. Although the challenge of finding the extra treasure and solving the riddle is not impaired, it would have been better to get a new chamber every time.

The graphics in Venture are not stunning, but they are adequate, and the game does not suffer as a result.

It's nice to see some good quality games for Intellivision in the CBS range and this is certainly one of the best.

Venture is a thoroughly absorbing game. You will need to move swiftly, plan your direction carefully, and keep a speedy finger on the fire button to succeed.

Its multi-level challenge provides a constant incentive to get further into the game.

Venture is manufactured by C.B.S. and is in the shops now at £29.95.

THE VERDICT
Superior to many of the games in Mattel's own range.
- **Action** ⊥⊥⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥⊥
- **Theme** ⊥⊥⊥

CLAIM THIS GAME . . .

Bounty Bob is the hero of Tigervision's smash-hit climbing game — Miner 2049'er.

The scenario has our hero mining a radio active mine in the year 2049. H's version of the game popular among Atari micro owners and was a big hit in the States. It currently stands at number six in our computer charts.

You must help him stake his claim in each of the three mines which are represented as different screens in the game.

In order to claim a mine, Bob has to walk along all the platforms colouring them in as he walks.

To make things more difficult the mines are inhabited by mutant organisms who exist on a diet of prospectors. Also scattered throughout the mines are certain articles left behind by earlier prospectors. These can be picked up to score bonus points and also enable you to kill the organisms (Pacman-like) by making contact with them for a few brief seconds.

Each mine has two disused shafts which can be used to slide down by our hero but check first to make sure their are no mutants lurking at the bottom.

I found the game fun and playable but annoyingly slow. Bob's response to the joystick was extremely sluggish. I tested the game with three different joysticks and found the same lack of response.

Miner shares one criticism with all climbing games and that is that once you have mastered a screen there is not much challenge left in the game for you. In an attempt to give the game a more lasting challenge Tigervision have added a clock so that players can race each other to claim the mine.

An above average climbing game and certainly better than the top-selling Donkey Kong. £27.95 from London-based Prism.

THE VERDICT
One of the better climbing games for the VCS.
- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥

ARCADE



Through the cold morning mist one weekend in November figures could be seen carrying a strange array of pinball machines from all eras into the Old Whitgiftians Rugby Club.

The reason for this odd gathering was the 1983 Pinball Owners' Association convention held in the club room, near Croydon. Association members came from far and wide to the convention — one Dutch member made the Channel crossing.

During the morning the many and varied machines were set up, finely tuned and last minute adjustments made. The afternoon was spent in fierce competition on three machines as everyone attempted to get high scores to get into the Pinball Wizard final — which was battled out on a brand new Bally Goldball loaned for the event by Ruffler and Death.

Eventual winner was Stafford Meadowcroft from Manchester. Stafford took home the Pinball Wizard silver trophy — donated by *Coin Slot*, the arcade trade magazine. He also received a tankard donated by Bally/Midway of Chicago. Jimmy Waters of London won the prize for the best restored machine that with his Recel Torpedo dating back to the 1960s.

Pinballs on display at the convention covered the entire history of pins, from the purely mechanical machines of the 1930s to the latest pins packed with microchip wizardry.

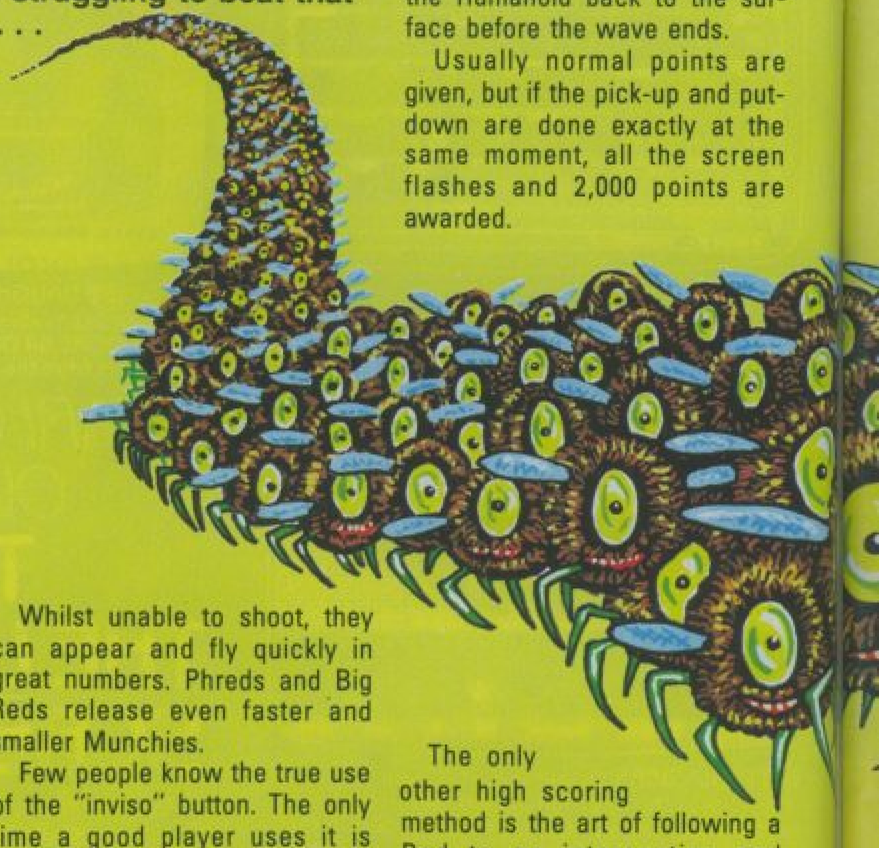
Gary Baker of Bromley brought along two classic machines, Bally's Wizard and Fireball. The latter must have the best artwork ever seen on a pinball machine. Gary's Wizard also won the vote for the most popular machine at the convention.

Thanks to POA member Keith Temple for this report on the convention.

OUR BOFFIN IN SPACE!

TIPS ON STARGATE

Last issue we asked for readers' tips on their favourite arcade machines. First out of our Mailbag pile was Ian Boffin from Woking, who wrote to us about Stargate by Williams, the Defender people. Don't forget we'd like to hear from you if you've got hints for the rest of us still struggling to beat that hi-score! Now, over to Ian . . .



"Before tackling Stargate, it is very helpful to be good at Defender. All the normal six enemies are there, with eight new ones, all requiring a different strategy.

The first screen is very similar to the original screen of Defender but also with two Dynamoes which release Hums, and the dodging Firebombers.

The second screen is very much like the first, but with the Firebombers shooting fast and small Fireballs on a difficult curving trajectory. Also, there are the small and speedy Yllabian Space Guppies which are a joy to watch and shoot.

In the third screen the Pods arrive with a new style. They do not all start off floating near your ship, but fly around until they intersect somewhere over the planet. Then they can be smart-bombed, usually leaving no Swarmers at all!

The fourth screen is the same but with four Pods and the usual speed increase. Every 5th and 10th wave, the difference is really noticeable. The 5th wave is an Yllabian Dogfight, where you are in space purely with Space Guppies, a few Dynamoes and Swarmers.

Wave 10 is rarely achieved by most people, but it is a Fireball Challenge, which requires a lot of luck and about three Smart-bombs. Then it returns to the new planets.

All the new enemies need new methods for shooting. Firebombers are by far the worst because they dodge your bullets. When near one, fly above it so it can't get you with a Fireball and fire constantly, and it should walk into your bullets eventually.

Hums and Dynamoes are easily destroyed but just be careful of stray Hums.

The last three new enemies are the Phred, Big Red and the Munchies. These come at the same time as Baiters.

Whilst unable to shoot, they can appear and fly quickly in great numbers. Phreds and Big Reds release even faster and smaller Munchies.

Few people know the true use of the "inviso" button. The only time a good player uses it is when a group of Mutants are on screen. When this happens, as in space after losing a planet, it is advisable to stop thrusting and sit still with the "inviso" pressed. All the Mutants will walk into the "inviso" and blow up.

The main points now come from Humanoid pick-ups. As in Defender, a pick-up is worth 500 points, but now collecting two gets 1,000 for the second pick-up and so on until a fourth Humanoid underneath you scores 2,000 points.

One trick very few people know is that, if you have a Lander which picks up a Humanoid as the last enemy in a wave, once the Lander is shot you must get the Humanoid back to the surface before the wave ends.

Usually normal points are given, but if the pick-up and put-down are done exactly at the same moment, all the screen flashes and 2,000 points are awarded.

The only other high scoring method is the art of following a Pod to an intersection and Smart-bombing all four.

For a beginner, I would hunt around for a game with five lives, a lot of "inviso" and with any luck set on a skill level of around 2 or 3 which is hard in itself! "



Illustration: Dorian Cross

FIGHTING THE THIRD WAR

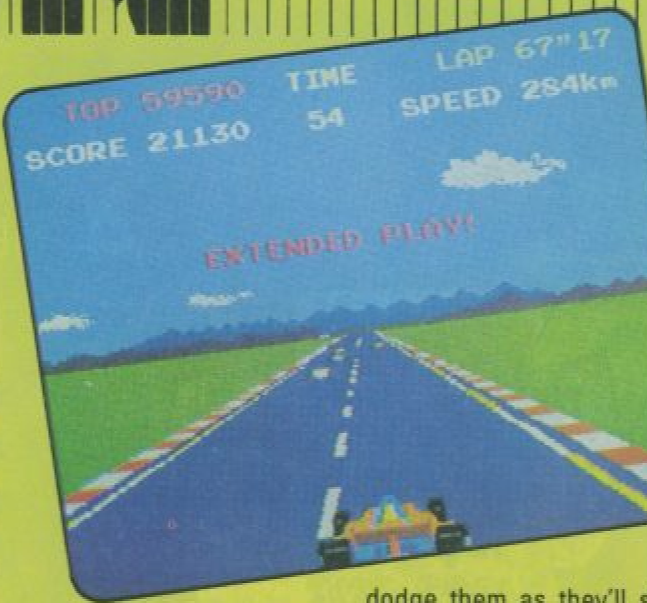
M.A.C.H. 3

You are miles above the earth in your F15 fighter jet when World War III is announced. Streaking through the sky you speed to defend your country.

M.A.C.H. 3 is part of the Military Air Command Hunter Force which is in a constant state of alert ready to strike as soon as there is an indication of international war.

Descending to attack you hear a voice, "Take out the bridge" and with screaming engines you dive into a barrage of anti-aircraft fire before dropping your bombs on target. Other instructions will be heard throughout

TIPS FOR RACE ACES



Racing games are guaranteed to set the adrenalin coursing through your veins, until that frustrating crash, that is.

And so here are a few tips on Pole Position to keep you on the right track from Julian Rignall, *C&VG*'s Arcade Champ.

Pole Position gives the player a chance to get used to the circuit in a qualifying lap. The faster you go, the higher your grid placing in the race, so always aim for 73 seconds or faster, otherwise you won't qualify.



To get a good grid placing, don't bother to change gear once you're in top, only change down in emergencies. Once at the starting post make sure your foot's on the accelerator and the gear is in low to get off to a really good start.

POLE POSITION

Change to high gear at about 90mph if the top speed is 195mph or about 120/130mph if the top speed is 225/250mph. Be prepared to drive like a maniac!

The first right-hand bend is a few seconds after the arrow sign and presents no problems. Move to the outside at top speed and out across very sharply. You might skid, so counter-steer and you'll remain on the track. On the second lap and thereafter, you'll find other cars on the bend, so to dodge them move to the inside of the track near the bend and cut across the grass overtaking cars on the inside and move back onto the track quickly.

Announced by the arrowed sign is the hair-pin with the infamous 'centipede' sign. This sharp left bend needs quick reactions to survive and still come out with a good speed. If there are one or two cars on the bend, don't change gear but move to the outside of the track and jerk the steering wheel left and then quickly counter-steer to dodge the cars on the inside lane.

If there are more than two cars on the track keep in high gear, move to the inside and take a short cut across the grass. Get back onto the track quickly otherwise you'll lose speed and be rammed from behind.

The next obstacle is a long bend — try to keep to the inside of the track but if necessary move to the outside to dodge other cars. The end of this bend is deceptively sharp and you might skid off the track or go into the back of a slow car if you're not careful.

The last leg of the lap is straight. Be prepared to dodge the cars which enjoy lane shuffling especially towards the finishing post — it's most infuriating to see your car written off within sight of the finishing post and a record time.

A few other tips might help — watch the puddles and try to dodge them as they'll slow you down by 10mph. Try not to skid too much as this will also slow you down as does going onto the grass and driving on the red and white border of the track.

Handling is most important so steer smoothly and fluently and try not to jerk the wheel unless it is absolutely necessary. Always think ahead and gauge what other cars are doing — red and white cars have a tendency towards erratic driving, especially slowing down. And the orange ones tend to speed up when you're about to overtake them.

Finally, try your own tricks and tactics which will ease your race. Happy Racing.

the game warning of an impending attack and which military installations to hit.

All your skills will be called to the fore in some daring low-level flying as you follow the contours of the land towards your next target.

Oil refineries, airports and other strategic bases have to be destroyed, which is no easy task — you'll find yourself under attack from surface to air missiles guaranteed to bring anyone less than a professional down in flames. To survive you can either blast them out of the sky or try to outrun them.

M.A.C.H. 3 is one of the new breed of laser disc games complete with genuine footage superimposed with computer graphics — the film's background was shot by a stuntman in the U.S.

With its great sound, graphics and hard and fast action, M.A.C.H. 3 should appeal to anyone who is a shoot-'em-down addict.



FLIGHT INTO FANTASY

Interstellar is one of the first laser disc games to feature computerised graphics.

This helps the background pictures to tie in more closely with the computer graphic crafts which the player controls.

But the visual effects are none-the-less stunning compared to the usual pixel-based graphics of the pre-laser disc games.

It's a far cry from those original green meanies in early shoot-em-ups. Gone are the days when you had to stand for hours crouched over an upright machine, getting cramp and zapping away for all you were worth. You can now recline in a sit-down booth and blast away in style.

The controls for Interstellar are a close replica of an aeroplane's joystick with the fire buttons placed directly under the thumbs for easy firing, a lever allowing you to bank your craft completes the controls.

INTERSTELLAR

The sounds of exploding aliens, meteors, enemy space craft and, unfortunately, your own craft, filters into the booth enveloping you.

You dodge a space craft over the amazing landscapes of Interstellar. The scenario is startling and colourful — real-life film overlaid with computer graphics presents a very futuristic effect.

Taking off, you set course and fly over a city that resembles the Manhattan skyline, changing into a desert with sand dunes stretching into the distance as far as the eye can see you are set upon by the enemy.

To get through the game, you'll need a steady hand and a cool head. All your skill is required as you throw your craft through the sky in an effort to dodge meteors and enemy rockets.

Watch out for the tanks — they're equipped with heat seeking missiles and very accurate!



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BLASTERMIND!

SPECTRUM 48k £5.50

At first glance this might seem to be just another version of a very popular game. How wrong can you be!!! True, the start is simple enough. The Spectrum picks a code of numbers or colours with a selection of levels of difficulty — and invites you to do the same. You then take it in turns to guess each others code from the clue supplied after each guess. An extremely well written, fast and very clearly displayed game, with almost inevitable defeat.

This was exactly as intended but unfortunately *something went wrong*. During the programming strange uncomplimentary messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Somehow the Spectrum had been given a personality — a rather devious, supercilious, dislikeable, hateful, horrible mind.



Side B contains a version of the game compatible with the excellent Currah µSpeech unit — even worse!!

The Quest of Merravid

VIC 20 (16k) £7.95 or Commodore 64 £7.95

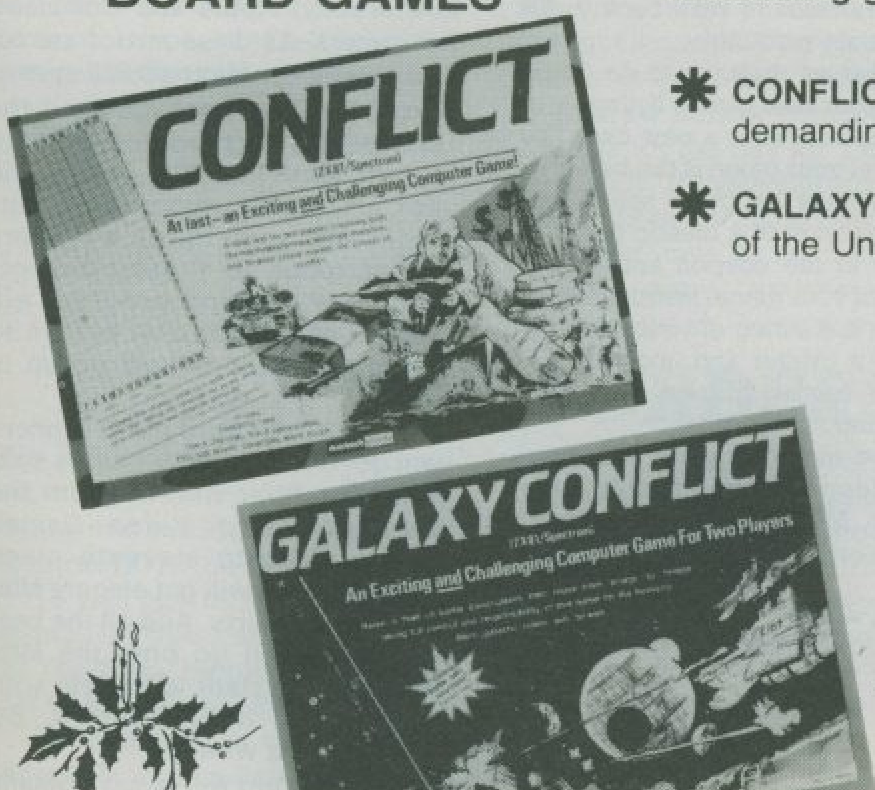
A really challenging and enjoyable adventure, written by a confirmed adventure addict who grew tired of the ease with which he solved other adventures himself. Will accept and act on sentences containing up to nine words.

The adventurer becomes Merravid, charged with the task of finding, taking and then returning the magic Firestone of the Dwarves. However, overcoming the many novel and original hazards is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone tracked down to the lair of the Dragon of Thargon. Even then the Dragon has to be defeated and the stone retrieved. A compulsive, extremely enjoyable and very user friendly adventure.



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WELL, JUST WHAT IS IN THAT LETTER . .

It was one of those nights that make you want to get as close to the fire as you can and enjoy a nice glass of claret and read a good novel. The mist outside was thick and damp as Sherlock Holmes settled into his favourite chair in the comfortable sitting room of his Baker Street apartments.

Dr Watson was out at the opera and Holmes was looking forward to a nice quiet evening alone. But first, thought Holmes, I must just go through that pile of letters on my desk. They might contain some interesting items of news.

Holmes got up and walked over to his elegant antique roll top desk and opened it, withdrawing the pile of letters resting on the top shelf.

He placed the pile of letters on the small table by his armchair and poured himself a liberal glass of claret before settling back into the chair. He opened the top letter on the pile — another bill!

The next one was more interesting. As he read the letter his eyes widened



in amazement at the words it contained. "This is incredible!" he exclaimed, beginning to re-read the letter.

Out in the street the mist began to thicken. The few moving figures in the street, huddled-up against the cold, were reduced to mysterious shadows.

Silently one of these shadows moved toward the brightly lit window of 221B Baker Street and peered inside. Holmes was still deeply engrossed in the letter. The mysterious figure reached inside his coat and moved closer to the window . . .

Well, do you know what was in the mysterious letter that interested Holmes so much? You do! Then why not let us in on the secret. We've got six *C&VG* The Champ shirts waiting for the best six answers to our Holmes riddle. Answers on a postcard only please to Sherlock Holmes Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date is January 16th and the editor's — and Holmes' of course — decision is final.

MORE FREE TAPES . . .

Where were you, Commodore 64 owners in Greater Manchester? We've still got 34 Arcadia 64 game tapes from Imagine software to give away — absolutely free!

All you have to do is rush us the coupon below on a postcard and we'll send YOU a free game.

We've decided to open the contest list to anyone living anywhere in the British Isles this month — so the first 34 requests we get for Arcadia tapes will soon be the happy owners of a brand new game for their machine.

IS YOUR GAME WORTH A MODEM?

Have you got a game program you know will knock the socks off everyone who gets to play it? Or perhaps you've got a half finished listing which is going to be the game of the century once you've got around to completing it? Maybe you've just got a great idea for a game and need a final incentive to sit down at your keyboard and work it out?

Well, here at *Computer and Video Games* we're quite good at providing good incentives, as our previous competition winners will tell you! And this latest idea from the competition department at *C&VG* will no doubt encourage you to get those brains in gear.

We've got together with **Micronet 800**, the new system which brings software to your home via the telephone lines, and put together a package of prizes that will encourage even the most jaded programmer to rush back to his micro and start working!

Here's what we want you to do. Simply look out your best games listing — or get cracking and write a new one. The more original your game is the better — but we're always happy to see a well turned out version of a classic game.

Then, fill in the coupon and mail it with a tape of your game, instructions on how to play it, a listing of your program if you have a printer and, most importantly, your name, address and telephone number.

Then send everything off to *Computer and Video Games* Programming Competition, Micronet 800, 155 Farringdon Road, London EC1R 3AD.

Name ....

Address .... Telephone ....

.... Micro it runs on ....

Name of game .... Other equipment (add-ons, joysticks etc)

No of K needed ....

....

....

Any other information ....

....

The competition is open to Spectrum, BBC, Tandy, Apple and Commodore Pet owners. All these micros are compatible with the Micronet 800 system.

Now for the best part — the prizes! First prize winner will get a Prism Modem 1000, which will link his, or her, micro to the Micronet 800 system, plus a years subscription to Prestel/Micronet 800. The winning program will appear on the Micronet system so the author's name will go up in lights!

Second and third place winners will get a Moden plus games software for their micros from the *Computer and Video Games* vaults. Fifth to eleventh place programmers will get elegant Micronet 800 t-shirts. And all the best programs will go onto the Micronet 800 system, complete with credits for their authors. So everyone's a winner!

Each entrant will receive details of the Micronet 800 system and what it offers the micro owner.

Closing date for the competition is February 16th 1984, and we'll need about a month to sort through your programs. So get cracking over Christmas — and who knows Santa might just find a modem in the bottom of his sack for you!



"Two pints of blue blood and a packet of Krypton crackers, please, Fred".

"Saturday night and they've just got paid".

"The place just isn't the same since E.T. came home".

"If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

YOU'VE GOT A WAY WITH WORDS

Judging from the flood of suggestions for a caption for our calendar, free inside November's *C&VG*, you all enjoyed Ross Collin's impression of a noisy alien bar room.

We were tickled pink reading some of your witty suggestions and — after much deliberation — have managed to whittle them down to six lucky winners — who will receive *Computer & Video Games'* "The Champ" T-shirts.

Quite a few of you couldn't resist using "two pints of lager and a packet of crisps, please" from the pop record of a couple of years ago — but we decided to award a T-shirt to Matthew Davy of Essex who developed this idea further to read "Two pints of blue blood and a packet of Krypton crackers, please, Fred".

My personal favourite is from John Bennett who has a joke at the expense of *C&VG*'s illustrious editor with "Which one is Terry Pratt" (that's enough of that — ed.).

Alan Hurt made us wonder what a really rough alien pub must be like with "Quiet in here tonight, eh, Burt?".

Brian Dear's entry contains a word of explanation as to the goings-on in the picture with "Saturday night and they've just got paid".

Bryon Stanway was the only person who chose a famous alien from the movies with "The place just isn't the same since E.T. came home".

Andrew Barlow concludes with a thought for the day for video games nuts with "If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

Well done, everyone — the T-shirts are in the post.

SPOTTING THE DIFFERENCE

We were deluged last month with budding tank commanders who all spotted the differences between the two tanks in our picture.

Sharp eyed winners of a brand new Atari Battlezone cartridge are Baiju Patel of Surrey, Brian Hambley of Prescot, Merseyside, Mr J. W. Falconer of Glenrothes, Darren Jones of Newcastle in Staffs, Debbie Willows of Bath, M. Livings of Portishead, Bristol, D. Moore of Rochester in Kent, Tom Haslam of Leicester, Fraser Watson of Sheffield, and Mr J. P. O'Hanlon of London.

Battlezone is Atari's latest arcade conversion of the hit coin-op game.

The cartridges worth £29.99 each are now in the post to our lucky winners for use on an Atari VCS. Don't forget the biggest and best prizes are in *C&VG* every month.

OVER THE BORDER!

It's a happy Hogmanay to all our Scottish readers as we bring our rolling city competition north of the border.

To win one of Imagine's new games all you have to do is fill in the form below and send it off to us without delay.

As long as your entry bears a Scottish post mark from anywhere in the country you will have a chance of winning a free game.

When we told Imagine that we were going to open the rolling city competition up to the whole of Scotland they generously increased the number of free games from 100 to 200.

The games on offer are Stonkers — a 3D style tank battle for the 48K Spectrum — Alchemist a graphic style adventure in which you are cast as a wizard, also for the 48K Spectrum.

Please state first choice and second choice on your entry form.

Name ....

Address ....

....

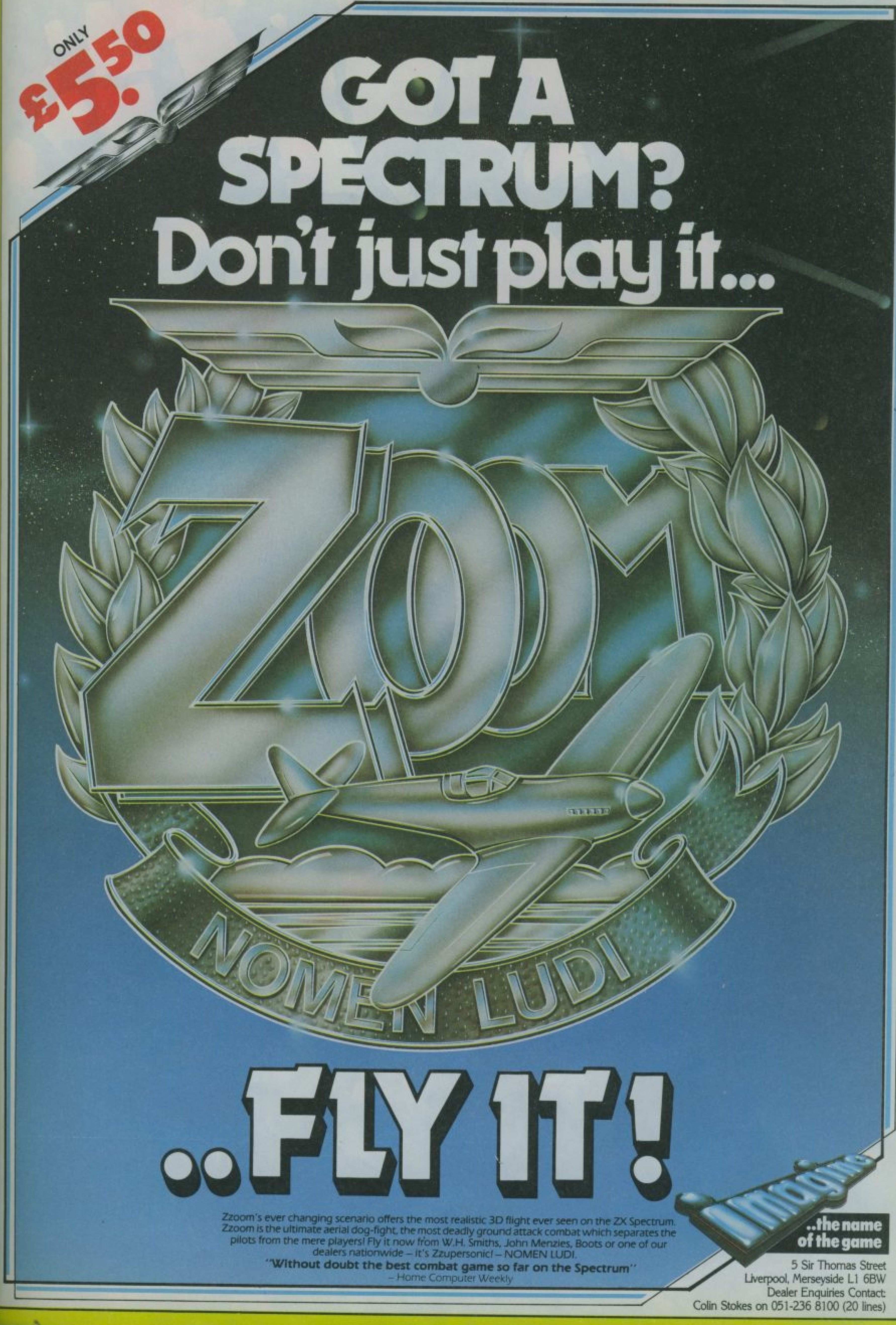
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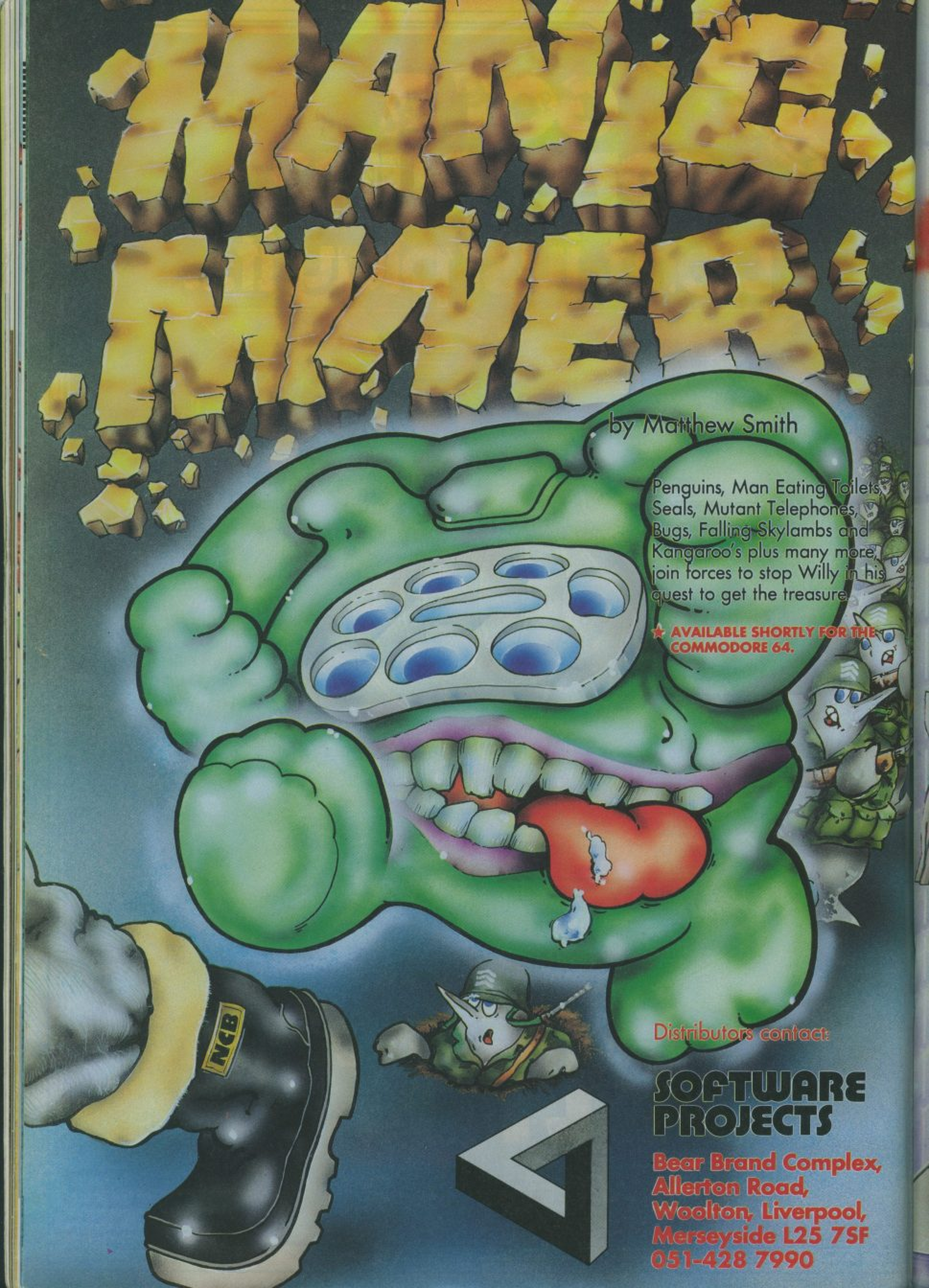
1st Choice ....

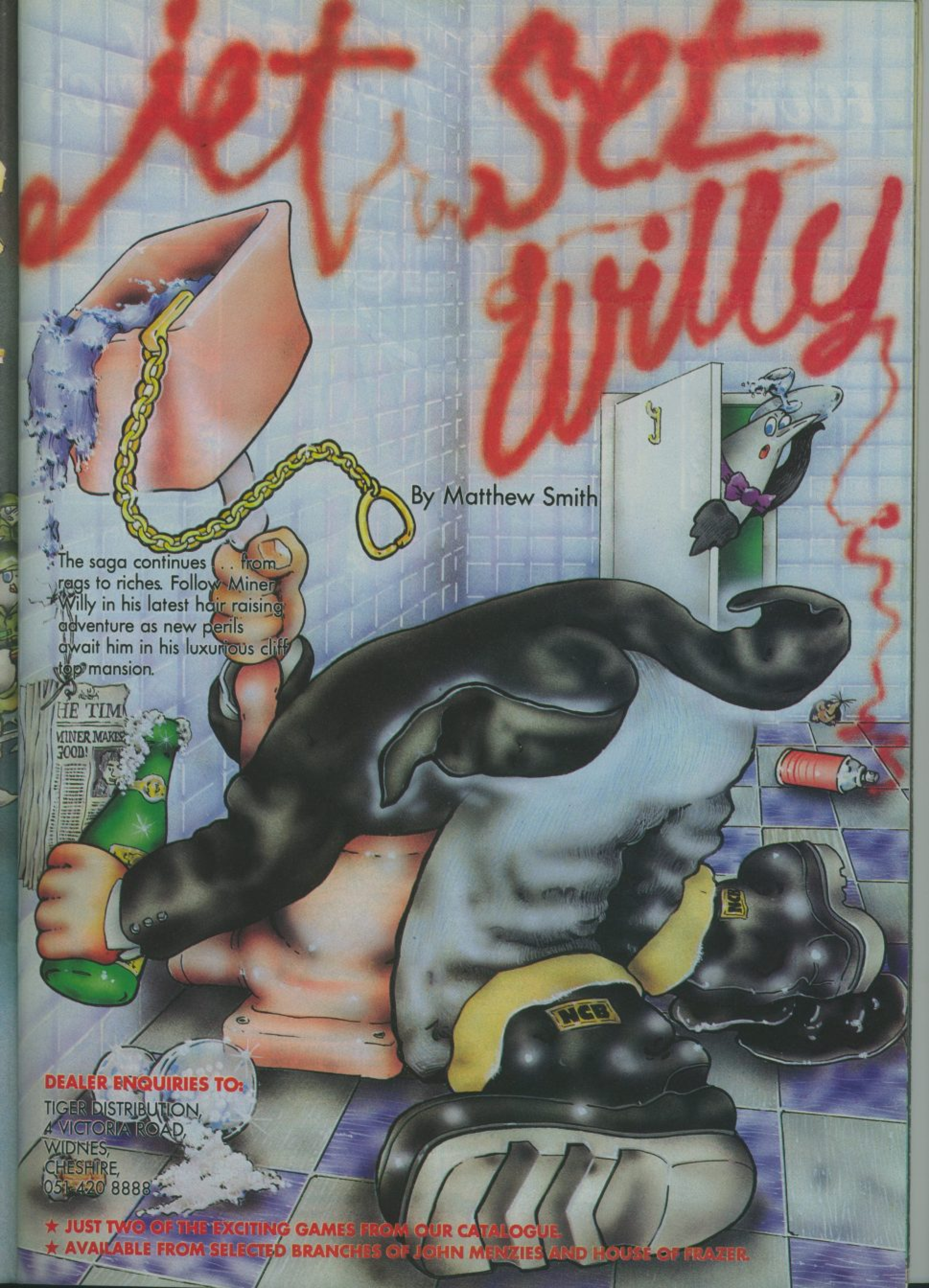
2nd Choice ....



The REAL Challenge!
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Jogger Guide your joggers across a 4-lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each time a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M/code, sound effects and full action colour graphics.
Oric Author – Adrian Sheppard
Spectrum Author – Mike Howard
Oric 48K – £6.95 Spectrum 16/48K – £4.95.
ARCADE ACTION
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FOR ORIC AND SPECTRUM
ARCADE ACTION
DINKY KONG
SEVERN SOFTWARE
FOR ORIC 48K
Quincy A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.
Author – Tony Churcher.
Spectrum 48K – £4.95.
SEVERN SOFTWARE
QUINCY
FOR 48K SPECTRUM
Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels etc.
Author – Adrian Sheppard.
Oric 48K – £6.95
Oricade A combined assembler Disassembler and editor for the Oric. ★Handles full 6502 Mnemonics. ★Features Save and Reload M/C. ★Assembles and disassembles at any address. ★An essential tool for any serious programmer.
Author – Adrian Sheppard.
Oric 48K – £8.50.
Oric titles recommended by ORIC PRODUCTS INT. LTD.
All Spectrum Software is available on Micronet 800
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5 SCHOOL CRESCENT
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Grail You have been chosen to seek and recover the Holy Grail from the Castle Perilous. Throughout the course of your task you will have to use your skill, intelligence and logic (along with a little luck) as you encounter many foes. You will have the opportunity to gather weapons and armour to fight with, but if you are wounded your strength will drain away – many other features such as warp, jewels etc.
Author – Adrian Sheppard.
Oric 48K – £6.95.
ORIC 48K
Assembler
Disassembler
Editor
SEVERN SOFTWARE
MORIA
FOR ORIC AND SPECTRUM
SEVERN SOFTWARE
GRAIL
FOR ORIC 48K
All Oric titles available from Laskys.
Dinky Kong for Oric also available from WH Smith.
Moria A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durins Ring. The Wizard and the Trader may help or hinder you on your journey to find and open the hidden doors to freedom – a game that will really test your character and staying power.
Oric Author – Adrian Sheppard
Spectrum Author – Mike Howard
Oric 48K – £6.95 Spectrum 16/48K – £4.95.
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Jogger @ £6.95
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Oricade @ £8.50
Grail @ £6.95
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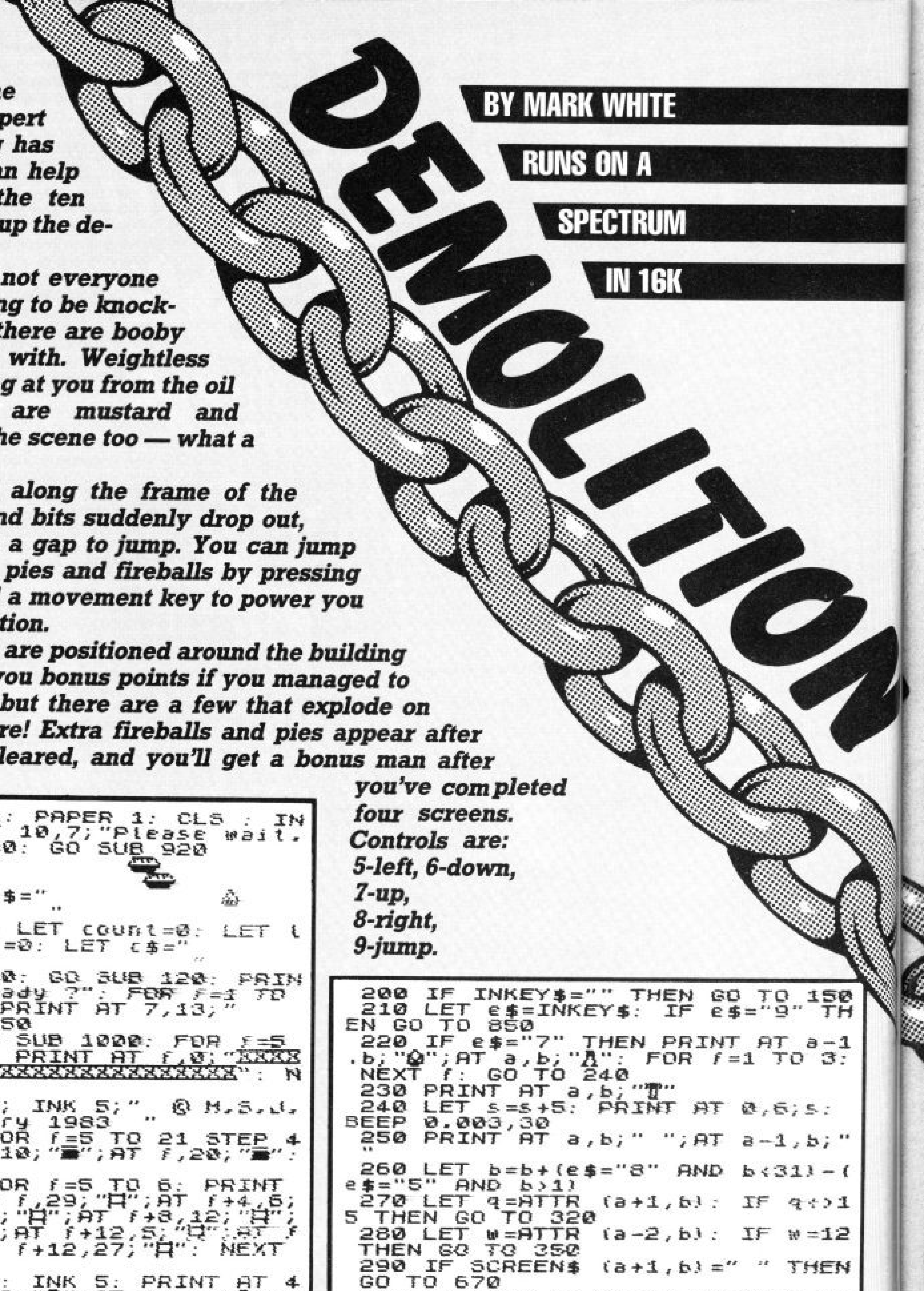

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DEMOLITION

BY MARK WHITE

RUNS ON A SPECTRUM IN 16K

Hi! I'm Derek the demolition expert and this building has got to go! You can help me by finding the ten links which hold up the decrepit frame.

Unfortunately, not everyone wants this building to be knocked down — and there are booby traps to contend with. Weightless fireballs are flying at you from the oil pot and there are mustard and goulash pies on the scene too — what a way to go!

As you toddle along the frame of the building you'll find bits suddenly drop out, leaving you with a gap to jump. You can jump the gaps and the pies and fireballs by pressing the jump key and a movement key to power you in the right direction.

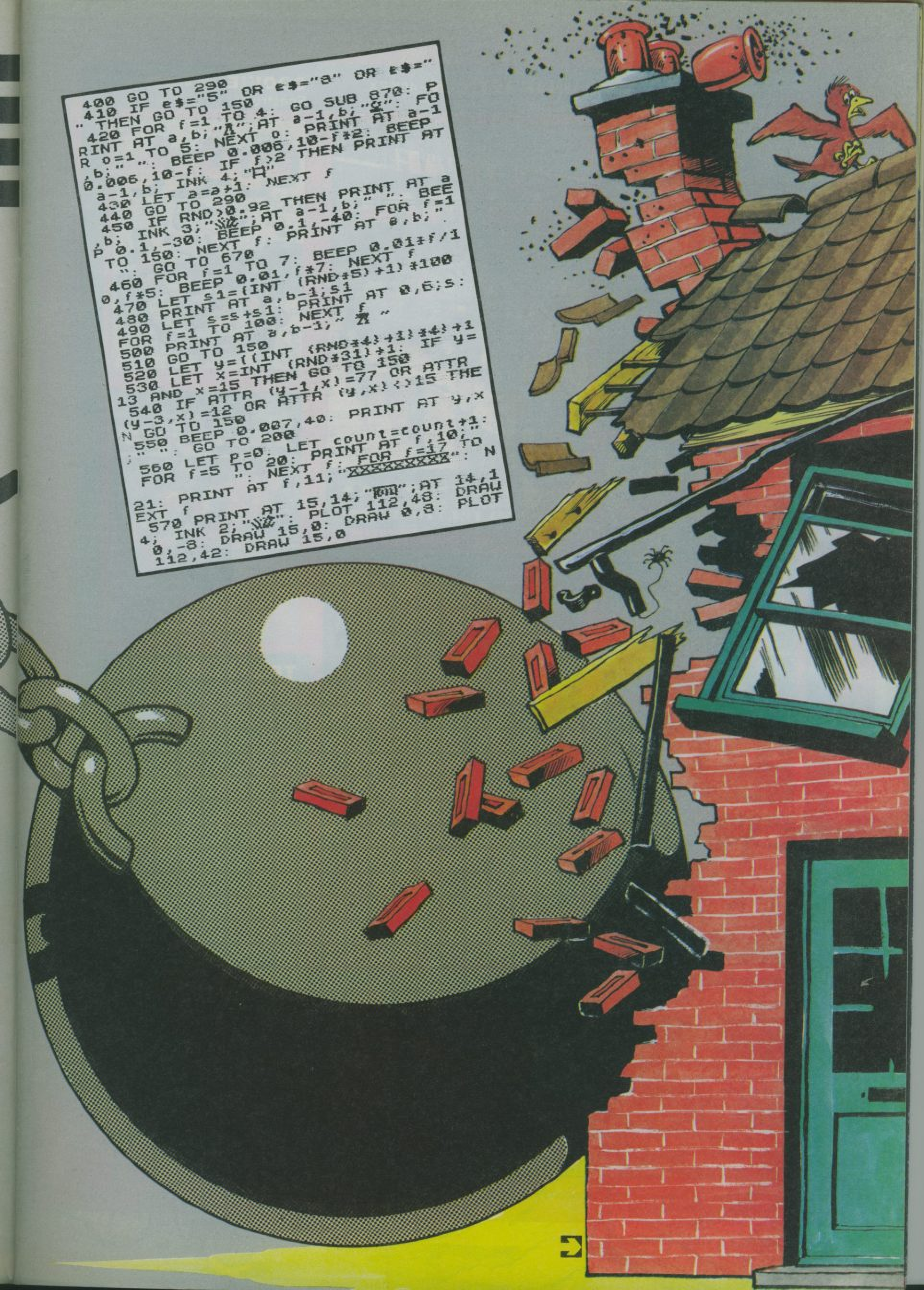
Certain objects are positioned around the building which will earn you bonus points if you managed to pick them up — but there are a few that explode on contact, so beware! Extra fireballs and pies appear after each screen is cleared, and you'll get a bonus man after you've completed four screens.

Controls are:
5-left, 6-down,
7-up,
8-right,
9-jump.

```
  10 BORDER 1: PAPER 1: CLS : INK 7: PRINT AT 10,7;"Please wait.": GO SUB 1000: GO SUB 920
  20 LET a$="                    ": LET b$="                    "
  30 LET p=0: LET count=0: LET lives=3: LET s=0: LET c$="      "
  40 GO SUB 50: GO SUB 120: PRINT AT 7,13;"Ready ?": FOR f=1 TO 275: NEXT f: PRINT AT 7,13;"       ": GO TO 150
  50 CLS : GO SUB 1000: FOR f=5 TO 21 STEP 4: PRINT AT f,0;"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX": NEXT f
  60 PRINT #0; INK 5;" © M.S.J. White February 1983  "
  70 INK 3: FOR f=5 TO 21 STEP 4: PRINT AT f,10;"■";AT f,20;"■": NEXT f
  80 INK 4: FOR f=5 TO 6: PRINT AT f,3;"H";AT f,29;"H";AT f+4,6;"H";AT f+4,26;"H";AT f+8,12;"H";AT f+8,18;"H";AT f+12,5;"H";AT f+12,15;"H";AT f+12,27;"H": NEXT f
  90 BRIGHT 1: INK 5: PRINT AT 4,2;"♣";AT 4,28;"☂";AT 16,1;" ";AT 12,4;" ";AT 12,27;"☂";AT 16,28;" ";AT 16,13;"♣": INK 7: BRIGHT 0
 100 PRINT AT 8,14; INK 2;"  ";AT 9,13; INK 6;" OIL ": INK 6: PLOT 112,96: DRAW 0,-8: DRAW 15,0: DRAW 0,8: PLOT 112,90: DRAW 15,0: INK 7
 110 RETURN
 120 LET a=12: LET b=15
 130 PRINT AT 0,0;"SCORE=";s;AT 0,19;"LIVES=       ";AT 1,25;"      ": FOR f=1 TO lives*2 STEP 2: PRINT AT 0,25+f;" ";AT 1,25+f;" ": NEXT f
 140 RETURN
 150 PRINT AT a-1,b;" ";AT a,b;" "
 160 GO SUB 870
 170 IF RND>0.91 THEN GO TO 520
 180 IF a=8 THEN GO TO 780
 190 IF a=20 THEN GO TO 830
 200 IF INKEY$="" THEN GO TO 150
 210 LET e$=INKEY$: IF e$="9" THEN GO TO 850
 220 IF e$="7" THEN PRINT AT a-1,b;" ";AT a,b;" ": FOR f=1 TO 3: NEXT f: GO TO 240
 230 PRINT AT a,b;" "
 240 LET s=s+5: PRINT AT 0,6;s: BEEP 0.003,30
 250 PRINT AT a,b;" ";AT a-1,b;" "
 260 LET b=b+(e$="8" AND b<31)-(e$="5" AND b>1)
 270 LET q=ATTR (a+1,b): IF q<>15 THEN GO TO 320
 280 LET w=ATTR (a-2,b): IF w=12 THEN GO TO 350
 290 IF SCREEN$ (a+1,b)=" " THEN GO TO 670
 300 IF ATTR (a,b)=77 THEN GO TO 450
 310 GO TO 150
 320 IF q=12 AND e$="6" THEN GO TO 410
 330 IF q=11 THEN LET p=p+1: LET s=s+50: PRINT AT 0,6;s: FOR f=1 TO 3: BEEP 0.01,f*2: BEEP 0.01,f*3: NEXT f: PRINT AT a+1,b;" ";AT a,b;" ": LET b=b+(e$="8")-(e$="5"): IF p=10 THEN GO TO 560
 340 GO TO 150
 350 IF w<>12 THEN GO TO 150
 360 IF e$="5" OR e$="8" OR e$="" THEN GO TO 150
 370 IF a=4 THEN GO TO 150
 380 FOR f=1 TO 4: GO SUB 870: PRINT AT a-1,b;" ";AT a,b;" ": BEEP 0.006,f*4+10: BEEP 0.006,f*5: FOR o=1 TO 5: NEXT o: PRINT AT a,b;" ": IF f>2 THEN PRINT AT a,b; INK 4;"H"
 390 LET a=a-1: NEXT f
```

Illustration: Terry Rogers

```
400 GO TO 290
410 IF e$="5" OR e$="a" OR e$="
" THEN GO TO 150
420 FOR f=1 TO 4: GO SUB 870: P
RINT AT a,b;"Ä";AT a-1,b;"Ç": FO
R o=1 TO 5: NEXT o: PRINT AT a-1
,b;" ": BEEP 0.006,10-f*2: BEEP
0.006,10-f: IF f>2 THEN PRINT AT
 a-1,b; INK 4;"A"
430 LET a=a+1: NEXT f
440 GO TO 290
450 IF RND>0.92 THEN PRINT AT a
,b; INK 3;"*";AT a-1,b;" ": BEE
P 0.1,-30: BEEP 0.1,-40: FOR f=1
 TO 150: NEXT f: PRINT AT a,b;"
": GO TO 670
460 FOR f=1 TO 7: BEEP 0.01*f/1
0,f*5: BEEP 0.01,f*7: NEXT f
470 LET s1=(INT (RND*5)+1)*100
480 PRINT AT a,b-1;s1
490 LET s=s+s1: PRINT AT 0,6;s:
 FOR f=1 TO 100: NEXT f
500 PRINT AT a,b-1;" A "
510 GO TO 150
520 LET y=((INT (RND*4)+1)*4)+1
530 LET x=INT (RND*31)+1: IF y=
13 AND x=15 THEN GO TO 150
540 IF ATTR (y-1,x)=77 OR ATTR
(y-3,x)=12 OR ATTR (y,x)<>15 THE
N GO TO 150
550 BEEP 0.007,40: PRINT AT y,x
;" ": GO TO 200
560 LET p=0: LET count=count+1:
 FOR f=5 TO 20: PRINT AT f,10;"
 ": NEXT f: FOR f=17 TO
21: PRINT AT f,11;"XXXXXXXXXX": N
EXT f
570 PRINT AT 15,14;"▞▚";AT 14,1
4; INK 2;"*": PLOT 112,48: DRAW
0,-8: DRAW 15,0: DRAW 0,8: PLOT
112,42: DRAW 15,0
```



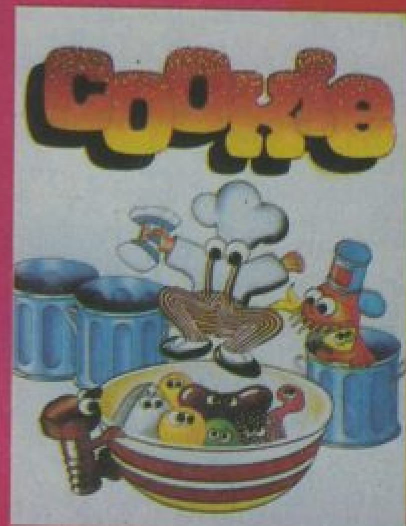
LUNAR JETMAN – 48K ZX Spectrum

LUNAR JETMAN – For the **48K Sinclair ZX Spectrum**
LUNAR JETMAN – The Ultimate Intergalactic **G.A.S. (Graphic Arcade Simulation)** Adventure Space Battle.
LUNAR JETMAN – Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

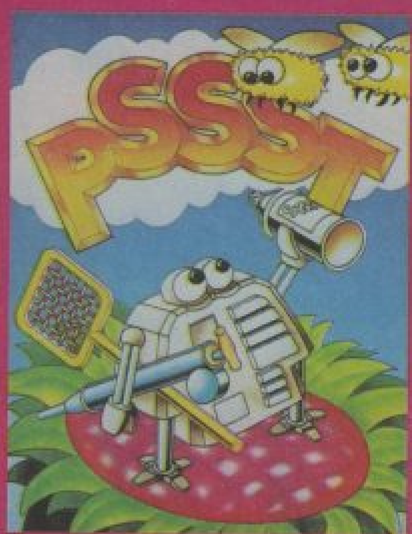
Design – The **ULTIMATE PLAY THE GAME** design team.

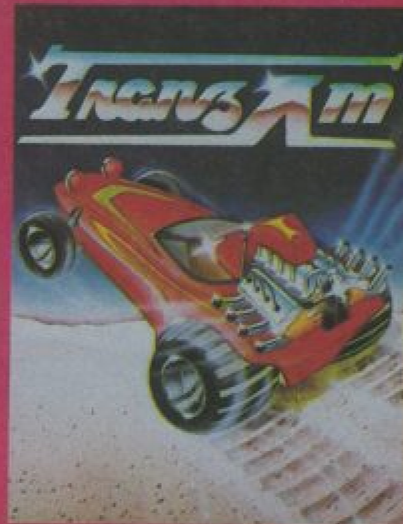


COOKIE – 16/48K ZX Spectrum



PSSST – 19/48K ZX Spectrum





TRANZ AM – 16/48K ZX Spectrum



ATIC ATAC – For the **48K Sinclair ZX Spectrum**
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Design – The **ULTIMATE PLAY THE GAME** design team.



JET PAC – 16/48K ZX Spectrum or 8K Expanded VIC 20

ATIC ATAC – 48K ZX Spectrum

Dealer enquiries welcome. Phone (0530) 411485

These games should be available from **W.H. SMITHS, BOOTS, JOHN MENZIES, LASKYS, SPECTRUM CENTRES,** other **large department stores** and all good **major software retailers.** Alternatively, send the coupon to **ULTIMATE PLAY THE GAME** for immediate dispatch by return, subject to availability.

£5.50 each including VAT, first class postage and packing within UK.

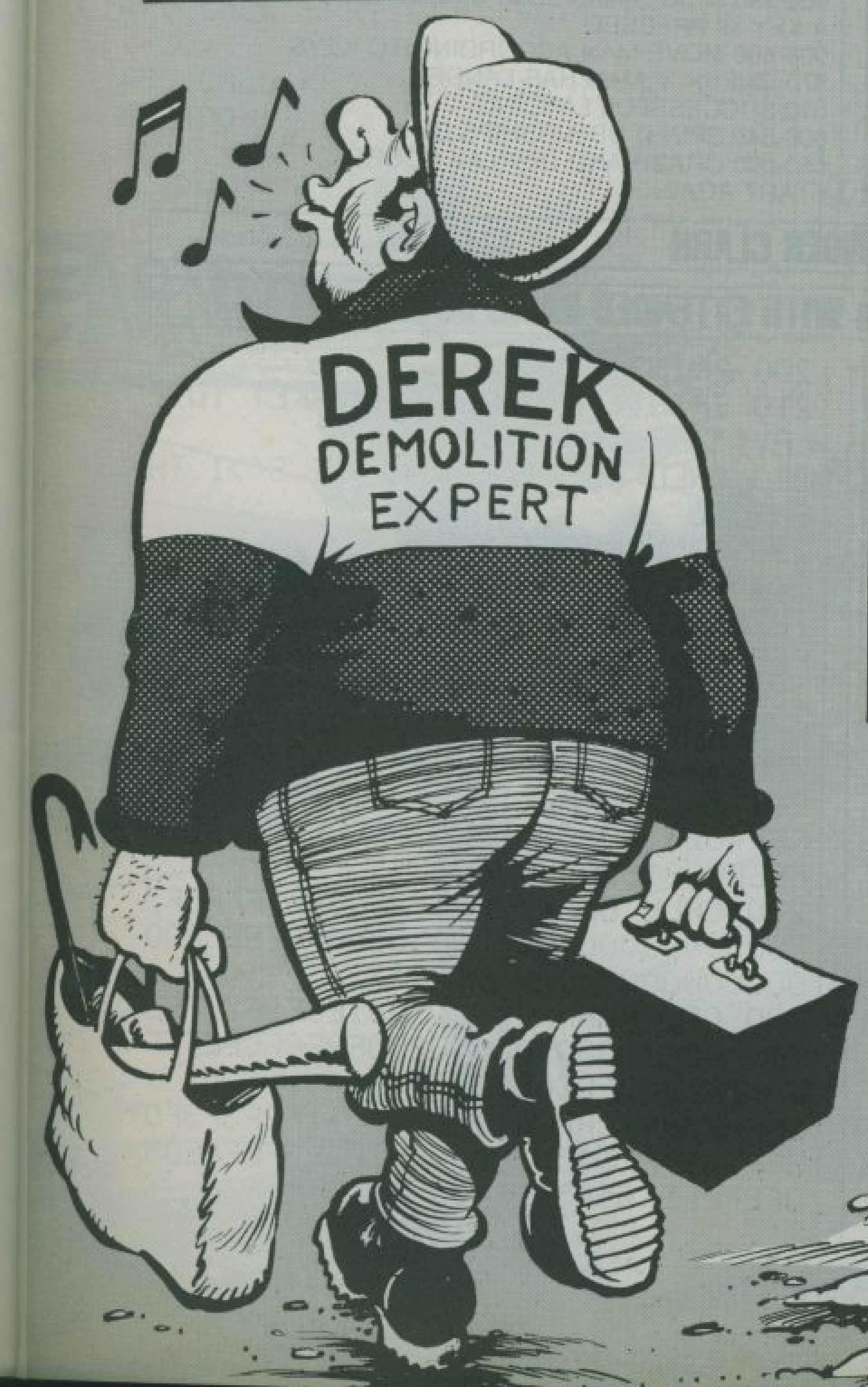
Post this coupon to:
ULTIMATE PLAY THE GAME, The Green, Ashby de la Zouch, Leicestershire, LE6 5JU

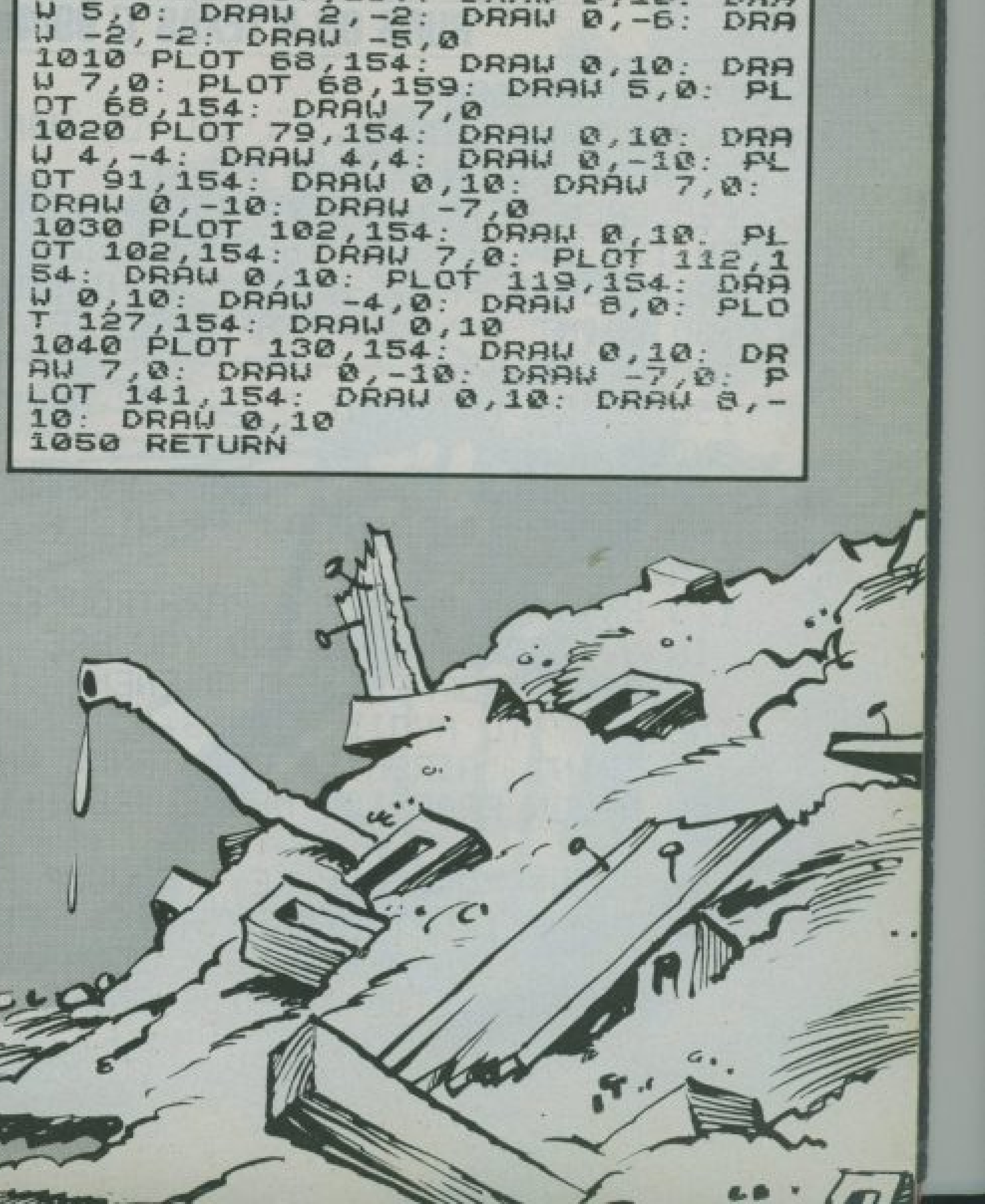
Please rush me the following:
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- [ ] COOKIE
- [ ] JET PAC (8K Expanded VIC 20)
- [ ] ATIC ATAC
- [ ] TRANZ AM
- [ ] JET PAC
- [ ] PSSST

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ULTIMATE PLAY THE GAME is a Trade name of Ashby Computers & Graphics Ltd., The Green, Ashby de la Zouch, Leics. LE6 5JU

```
 580 PRINT AT 10,13;"WELL";AT 12,13;"DONE"
 590 FOR f=0 TO 500 STEP 5
 600 PRINT AT 0,6;s+f: BEEP 0.01,f/10: NEXT f
 610 LET r=INT (RND*29)+1
 620 IF b$(r)="⌂" OR c$(r)="⌂" OR a$(r)<>" " OR a$(r+1)<>" " THEN GO TO 610
 630 LET b$(r)="⌂": LET c$(r)="⌂": LET a$(r TO r+1)="▬▬"
 640 IF count=4 THEN LET count=0: LET a$="▬▬      ▬▬▬▬      ": LET b$="  ⌂      ⌂  ": LET c$="      ⌂      ": PRINT AT 7,11; FLASH 1;"BONUS MAN": FOR f=1 TO 100: NEXT f: LET lives=lives+1: GO SUB 120
 650 LET s=s+500: PRINT AT 0,6;s
 660 GO TO 40
 670 PRINT AT a-1,b;"▒";AT a,b;"▒": FOR f=20 TO -20 STEP -1: BEEP 0.01,f: BEEP 0.01,f-20: NEXT f
 680 PRINT AT a-1,b;" ";AT a,b;" "
 690 LET lives=lives-1: GO SUB 120
 700 IF lives=0 THEN GO TO 730
 710 PRINT AT a-1,b;"▒";AT a,b;"▒"
 720 FOR f=1 TO 100: NEXT f: GO TO 150
 730 PRINT AT 10,10; FLASH 1;"GAME OVER"
 740 PRINT '''TAB 5;"Another Game ? (y/n)"
 750 IF INKEY$="y" THEN GO TO 20
 760 IF INKEY$="n" THEN STOP
 770 GO TO 750
 780 IF b<16 THEN GO TO 810
 790 IF c$(b-11)="⌂" THEN GO TO 670
 800 GO TO 200
 810 IF b$(b+5)="⌂" THEN GO TO 670
 820 GO TO 200
 830 IF a$(b+15)<>" " THEN GO TO 670
 840 GO TO 200
 850 FOR f=1 TO 4: FOR o=1 TO 3: NEXT o: PRINT AT a-1,b;" ";AT a,b;" ": BEEP 0.006,30: BEEP 0.006,40: LET b=b+(INKEY$="8" AND b<31)-(INKEY$="5" AND b>1): PRINT AT a-1,b;"▒";AT a,b;"▒": GO SUB 870: NEXT f
 860 GO TO 290
 870 LET a$=a$(2 TO )+a$(1)
 880 LET b$=b$(2 TO )+b$(1)
 890 LET c$=c$(32)+c$( TO 31)
 900 BEEP 0.003,20
 910 PRINT AT 8,0; INK 6;b$(5 TO 18);AT 20,0; INK 5;a$(15 TO 46);AT 8,16; INK 6;c$(5 TO 20): RETURN
 920 LET e=PEEK 23675+256*PEEK 23676
 930 FOR f=e TO e+167
 940 READ c: POKE f,c: NEXT f: RETURN
 950 DATA 24,102,66,66,60,24,255,189,189,189,36,36,66,66,231,126,126,66,231,0,0,0,0,24,24,24,255,255
 960 DATA 126,126,60,129,255,129,129,129,255,129,129,255,66,36,24,36,66,255,0,255,0,255,255,255,255,255,0
 970 DATA 63,42,81,128,255,127,63,31,248,84,34,1,255,254,252,248,60,66,129,255,219,219,255,126,24,24,36,66,145,169,169,126
 980 DATA 255,128,152,164,164,164,152,128,255,1,145,145,145,145,157,1,40,153,74,0,129,66,0,3,192,2,65,84,146,146,41,36
 990 DATA 4,32,18,136,68,36,20,146,8,148,43,68,72,145,170,164,60,126,255,255,8,8,40,56,24,36,195,195,165,153,255,60,60,60,60,36,36,66,66,231,189,189,189,36,36,36,36,60
1000 PLOT 57,154: DRAW 0,10: DRAW 5,0: DRAW 2,-2: DRAW 0,-6: DRAW -2,-2: DRAW -5,0
1010 PLOT 68,154: DRAW 0,10: DRAW 7,0: PLOT 68,159: DRAW 5,0: PLOT 68,154: DRAW 7,0
1020 PLOT 79,154: DRAW 0,10: DRAW 4,-4: DRAW 4,4: DRAW 0,-10: PLOT 91,154: DRAW 0,10: DRAW 7,0: DRAW 0,-10: DRAW -7,0
1030 PLOT 102,154: DRAW 0,10: PLOT 102,154: DRAW 7,0: PLOT 112,154: DRAW 0,10: PLOT 119,154: DRAW 0,10: DRAW -4,0: DRAW 8,0: PLOT 127,154: DRAW 0,10
1040 PLOT 130,154: DRAW 0,10: DRAW 7,0: DRAW 0,-10: DRAW -7,0: PLOT 141,154: DRAW 0,10: DRAW 8,-10: DRAW 0,10
1050 RETURN
```





PARATROOPER

Your team of paratroopers is being dropped behind enemy lines from a helicopter. Can you get enough troops down safely to mount an attack? Press any key to make a paratrooper jump from the 'chopper. Then manoeuvre your man using the "greater than" and "less than" keys to avoid the planes, airships, trees and tanks. As the game progresses the airships and other hazards move faster. To make the game more challenging once you've got the hang of it why not make the game harder by increasing the speed of your helicopter or the enemy hazards.

100-220 INSTRUCTIONS
230-330 DEFINE CHARACTERS, COLOURS ETC.
340 DRAW GROUND
350-370 PLACE TANKS
380-400 PLACE PLANES
410-430 PLACE TREES
440-460 PLACE AIRSHIPS
470 PLACE HELICOPTER
480-490 MAKES MAN JUMP FROM HELICOPTER WHEN A KEY IS PRESSED
500-560 MOVE MAN ACCORDING TO KEYS
570 CHECK IF MAN HAS LANDED
590 SUCCESSFUL LANDING
600-640 SPEED UP AIRSHIPS BY 1
650-680 CRASH AND DISPLAY SCORE. START AGAIN

BY ALEXANDER CLARK

RUNS ON A TEXAS TI 99/4a WITH EXTENDED BASIC IN 3K

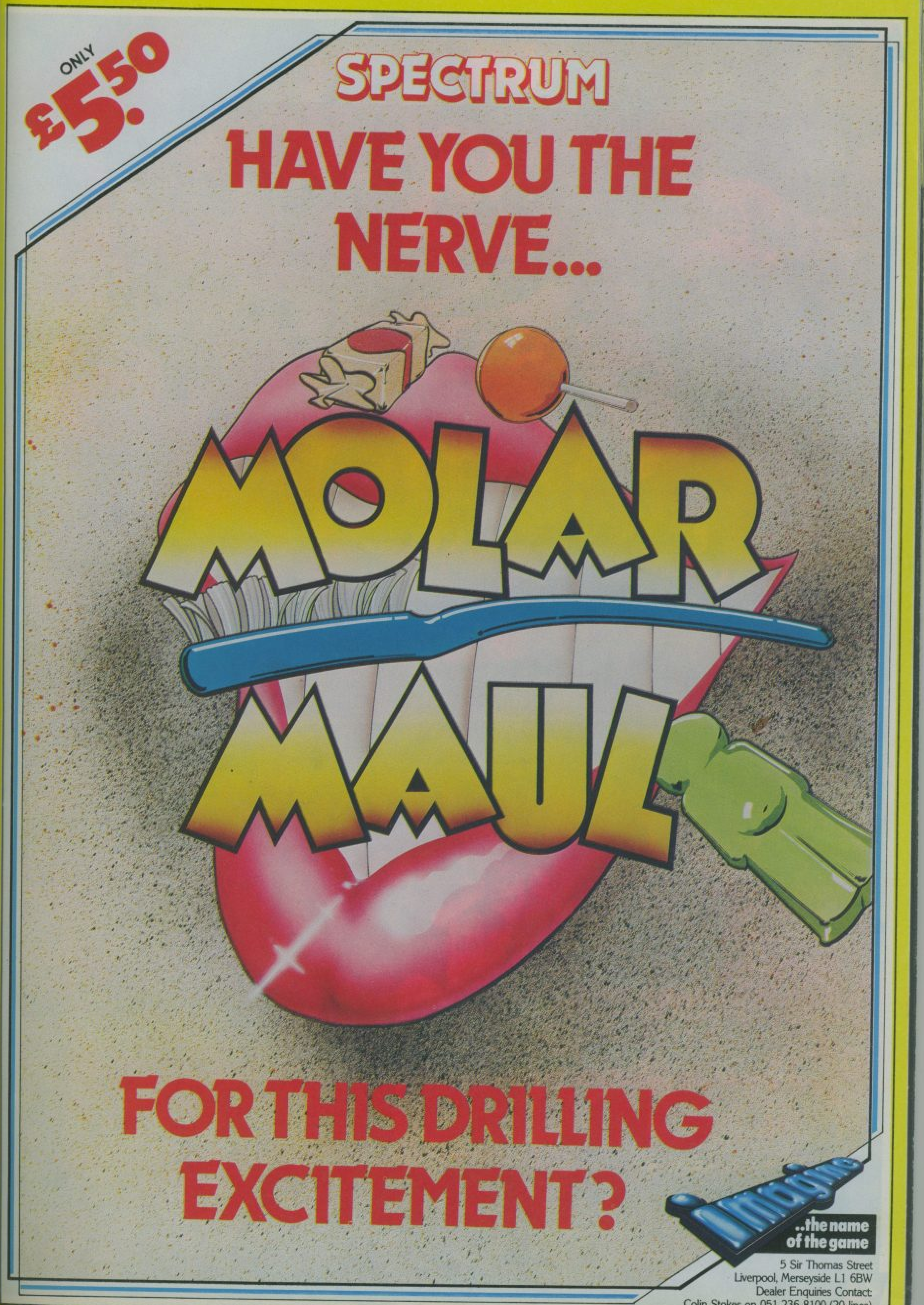
```
100 CALL CLEAR
110 DISPLAY AT(12,3):"DO YOU WAN
T INSTRUCTIONS"
120 CALL KEY(0,K,S):: IF K=89 TH
EN 130 :: IF K=78 THEN 210 ELSE
CALL SOUND(-750,-4,0):: GOTO 120
130 PRINT "          PARATROOPER"
140 PRINT "          ~~~~~~~~~~~"
150 PRINT :: PRINT "      BY ALEX
ANDER CLARK

                      [JULY 1983]"
160 PRINT :: PRINT :: PRINT :: P
RINT
170 PRINT "YOU ARE A PARATROOPER
 IN     WORLD WAR 2,AND YOU ARE
   BEING DROPPED BEHIND ENEMY  L
INES.TRY TO AVOID PLANES,"
180 PRINT "AIRSHIPS AND TANKS WH
ICH AREON PRACTICE MANOEUVRES!!!
"
190 PRINT "USE ANY KEY TO JUMP F
ROM THEHELICOPTER AND THE '<' AN
D  '>'  (WITH ALPHA LOCK DOWN) T
O MOVE FROM SIDE TO SIDE ONTHE W
AY DOWN."
200 PRINT
210 PRINT "   PRESS ANY KEY TO P
LAY"
220 CALL KEY(0,K,S):: IF S<>1 TH
EN 220
230 CALL MAGNIFY(3)
240 CALL CHAR(96,"00FF010F11254D
7FFF3F907F0000000000FE0080C1E3E3
FFFEE040FC00000000")
250 CALL CHAR(100,"000000030F3F7
F7F7F7F3F0F03000000000000082E7F7F
7FFFFF7F7E782000000")
260 CALL CHAR(104,"030F3F7F7FFFF
FFF40201009070102028OE0F8FCFCFEF
EFE04081020C0008080")
270 CALL CHAR(108,"80C0FFFFFF3F7
800000000000000000000000FCFEFE800
0000000000000000000")
280 CALL CHAR(112,"081E3F3F7F7F3
F381B0303030303030380F8F8FCFEFEF
E1FDFCFC2FCC0C0C0C0")
290 CALL CHAR(116,"00011F3F3F3F0
F7FFFFFFFFD5557F00000080E0FFE0E08
0FEFFFEFE5454FC")
```

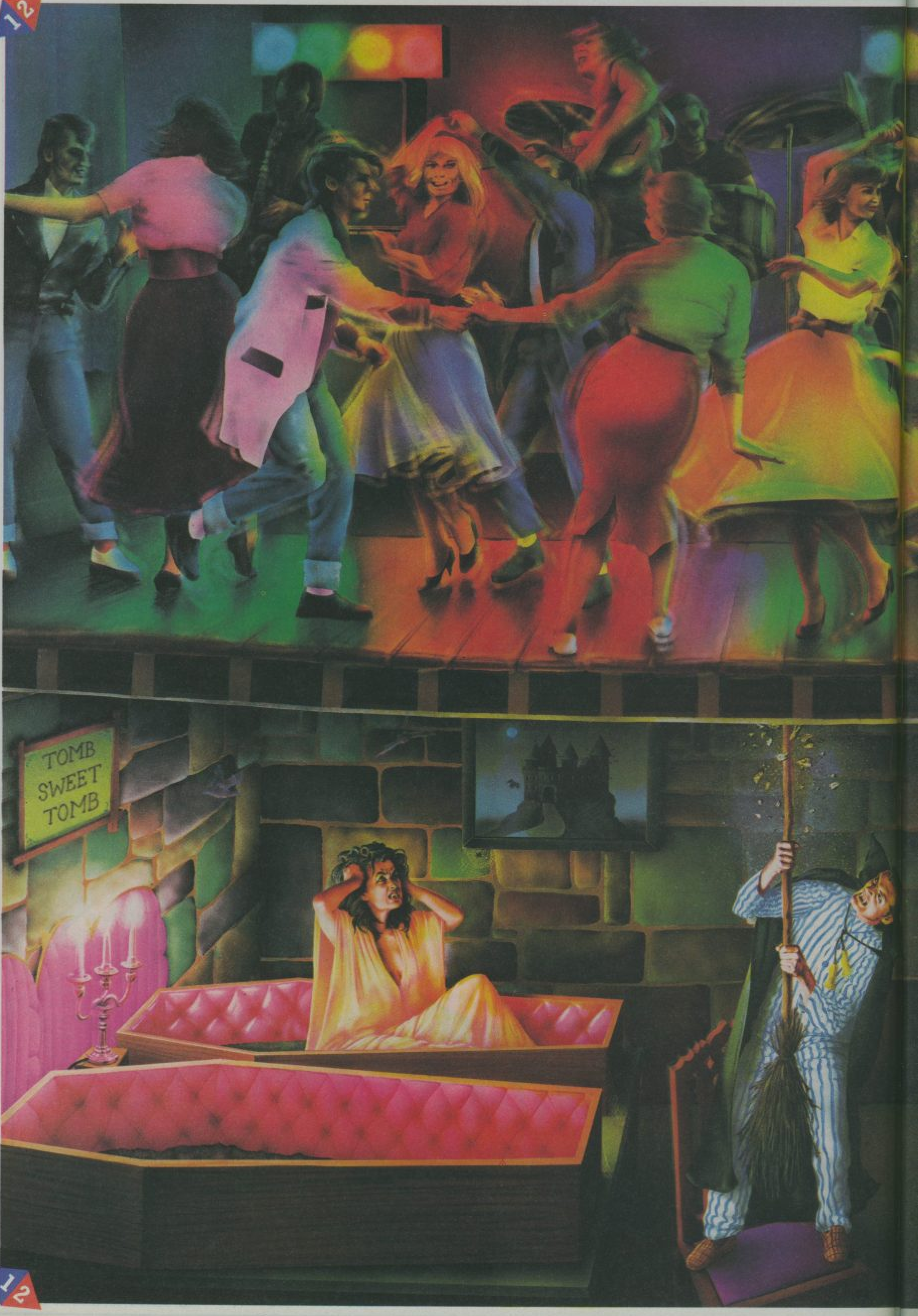
Illustration: John Higgins

```
300 CALL CHAR(95,"")
310 CALL COLOR(8,4,4)
320 CALL SCREEN(6):: CALL CLEAR
:: CALL MAGNIFY(3):: RANDOMIZE
330 DEF RAN(X)=INT(RND*X)+1
340 CALL HCHAR(22,1,95,96)
350 CALL SPRITE(#27,116,2,172,RA
N(85),0,5)
360 CALL SPRITE(#19,116,2,172,RA
N(85)+85,0,5)
370 CALL SPRITE(#18,116,2,172,RA
N(85)+170,0,5)
380 FOR A=1 TO 5
390 CALL SPRITE(#A+1,108,2,(A*10
)+20,RAN(250),0,RAN(20)+3)
400 NEXT A
410 CALL SPRITE(#26,112,13,152,1
70)
420 CALL SPRITE(#25,112,13,152,2
00)
430 CALL SPRITE(#24,112,13,152,6
4)
440 FOR A=1 TO 5
450 CALL SPRITE(#A+6,100,15,A*14
+61,RAN(250))
460 NEXT A
470 CALL SPRITE(#1,96,5,10,100,0
,-20)
480 CALL KEY(0,K,S):: IF S<>1 TH
EN 480
490 CALL POSITION(#1,X,Y):: CALL
 SPRITE(#28,104,16,X+16,Y,10,0)
500 CALL KEY(0,K,S):: CALL COINC
(ALL,R):: IF R=-1 THEN 650
510 CALL POSITION(#28,J,E):: IF
J>182 THEN 590
520 IF S=-1 THEN 500
530 CALL COINC(ALL,C):: IF C=-1
THEN 650
540 IF S=0 THEN CALL MOTION(#28,
10,0):: GOTO 500
550 IF K<44 OR K>46 THEN 500
560 CALL MOTION(#28,10,(K-45)*10
):: CALL COINC(ALL,C):: IF C=-1
THEN 650 ELSE 500
570 CALL POSITION(#28,J,F):: IF
K>184 THEN 590
580 GOTO 580
590 CALL SOUND(100,1000,0):: CAL
L DELSPRITE(#28):: SC=SC+1 :: GO
SUB 600 :: GOTO 480
600 SP=SP-1
610 FOR A=1 TO 5
620 CALL MOTION(#A+6,0,SP)
630 NEXT A
640 RETURN
650 CALL SOUND(1000,-5,0):: CALL
 DELSPRITE(ALL):: CALL CLEAR ::
CALL CHARSET
660 DISPLAY AT(12,8):"YOU SCORED
 :"
670 DISPLAY AT(12,20):SC*100
680 RUN 210
```




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12



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Can you help the intrepid skipper of this crippled skyship clear a space big enough to land on? If you manage to land the game will start again — but much faster. If you manage to land four times then you're a sky-riding superstar!

Although your aircraft is rapidly losing height the skipper is able to fire up the engines three times during a game which moves the 'plane up one line. These "jumps" are best used in emergencies!

Program notes

Line 100: initialise and display instructions.
110-130: change display list and set up a display list interrupt.
140: set game variables.
150-250: main program loop.
260-290: bomb dropped routines.
300-410: explode plane and restart game.
420-490: display routine if you manage to land four times!
500-630: redefine character set.
640-750: draw screen.
760: successful landing sound.
770-920: instructions.

```
100 GOSUB 770:GOSUB 490:DIM NM$(10):GOSU
B 110:GOTO 140
110 GRAPHICS 1:POKE 710,0:POKE 1545,0:DL
=PEEK(560)+PEEK(561)*256:POKE DL+3,66:PO
KE DL+8,134:RESTORE 130
120 FOR X=0 TO 8:READ A:POKE 1536+X,A:NE
XT X:POKE 512,0:POKE 513,6:POKE 54286,19
2:RETURN
130 DATA 72,173,9,6,141,24,208,104,64
140 GOSUB 640:SC=0:P=1:NN=20
150 POKE PX,SP:SOUND 1,NN*10,120,4:PX=PX
+1:POKE 77,0:POSITION 10,0:? #6;SC*10
```

ILLUSTRATION: JOHN HIGGINS



BY DAVID TAYLOR

RUNS ON AN ATARI 400/800

IN 16k

```
160 IF PEEK(PX)=CB OR PEEK(PX)=DB THEN 3
10
170 IF INT((PX-CV)/20)=19 AND NN>SP THEN
 P=P*2:NN=NN-5:GOSUB 760:GOSUB 640:GOTO
150
180 IF NN=SP THEN 420
190 IF STICK(SP)<15 AND SD<3 AND PX>CV+2
0 THEN PX=PX-20:SD=SD+1:SOUND SP,10,10,1
4
200 POSITION 3,1:? #6;3-SD:POKE PX,PLANE
210 IF PEEK(53279)=6 THEN FOR X=1 TO 50:
NEXT X:GOTO 350
220 FOR X=0 TO NN
230 IF STRIG(SP)<>1 AND BD=SP THEN BD=1:
BX=PX
240 NEXT X
250 IF BD=SP THEN FOR X=0 TO NN-4:NEXT X
:SOUND 0,0,0,0:GOTO 150
260 POKE BX,SP:SOUND SP,(BX-PX)/2,120,6:
BX=BX+20
270 IF PEEK(BX)=CB OR PEEK(BX)=DB THEN S
C=SC+P:GOTO 300
280 IF INT((BX-CV)/20)=19 THEN GOTO 300
290 POKE BX,BOMB:GOTO 150
300 POKE BX,EXPLOSION:SOUND SP,120,8,14:
POKE BX,SP:BD=SP:GOTO 150
310 POKE PX,EXPLOSION:SOUND 1,SP,SP,SP:P
OKE BX,SP
320 VOL=15:FOR B=10 TO 50 STEP 0.5:VOL=V
OL-0.2:IF VOL<0 THEN VOL=0
330 SOUND 0,B,8,VOL:SOUND 1,B,16,VOL:SET
COLOR 3,3,RND(0)*14:NEXT B
340 SOUND 0,0,0,0:SOUND 1,0,0,0:POKE PX,
SPACE:SETCOLOR 3,14,12
350 IF SC>HS THEN NM$=STR$(SC):POSITION
17-LEN(NM$),1:? #6;SC*10
360 IF SC>HS THEN HS=SC:FOR X=0 TO 10:FO
R S=100 TO 10 STEP -10:SOUND 0,S,10,10:S
OUND 1,S+S,10,10:NEXT S:NEXT X
370 SOUND 0,0,0,0:SOUND 1,0,0,0
380 BD=0:BX=0
390 POSITION 5,7:? #6;"press start":SD=0
400 IF PEEK(53279)=6 OR STRIG(0)=0 THEN
140
410 GOTO 400
420 GRAPHICS 2+16:POSITION 7,5:B=(9*16)+
4
```

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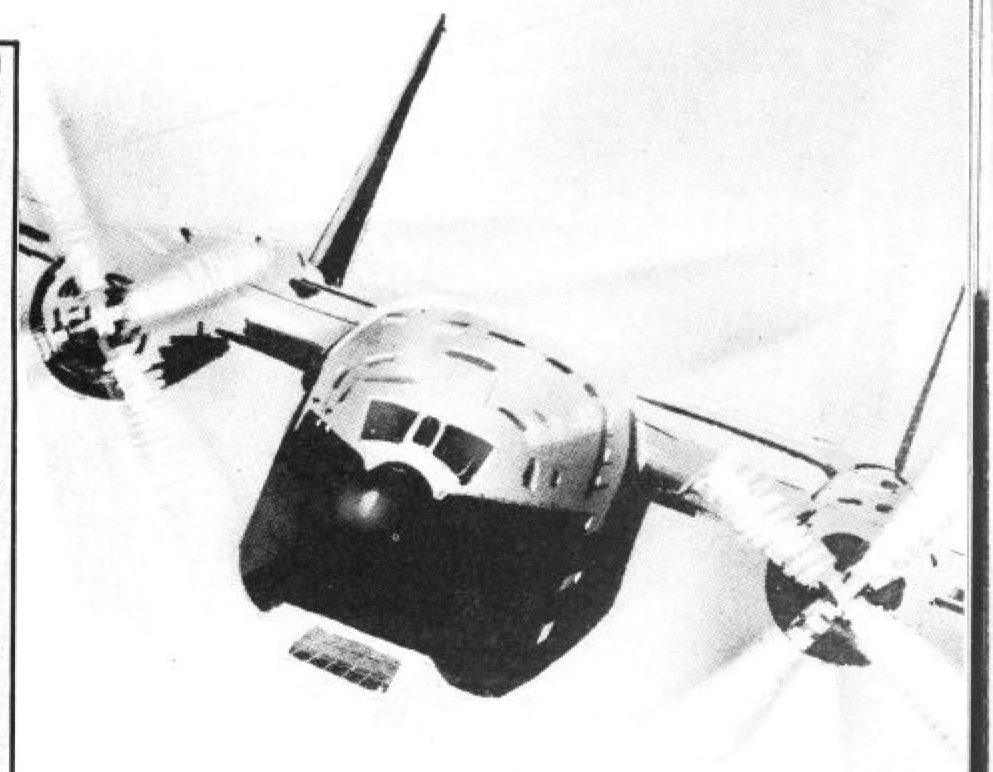
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```
430 ? #6;"you win":? #6;"     GOOD BOMBIN
G!":POKE 712,(3*16)+8:POKE 708,(2*16)+12
440 FOR X=0 TO 500:NEXT X
450 GRAPHICS 2+16:POKE 712,B:POKE 708,(2
*16)+12
460 POKE 756,56:SOUND 1,15,120,4
470 FOR X=0 TO 19:POSITION X,5:? #6;"Y":
FOR Y=0 TO 100:NEXT Y:POSITION X,5:? #6;
" ":NEXT X:SOUND 1,0,0,0
480 GOSUB 110:POKE 712,B:POKE 711,188:PO
KE 710,B:POKE 1545,B:GOTO 390
490 N=56:P=1:DIM B$(32):RESTORE 490
500 GRAPHICS 0:POKE 752,1
510 POKE 710,(11*16)+8:POKE 709,0:POKE 7
12,(11*16)+8:POSITION 14,12:? "CRASH LAN
DING"
520 FOR X=1 TO 32:READ A:B$(X,X)=CHR$(A)
:NEXT X
530 DATA 104,104,133,213,104,133,212,104
,133,215,104,133,214,162,4,160,0,177,212
,145,214
540 DATA 200,208,249,230,213,230,215,202
,208,240,96
550 I=USR(ADR(B$),224*256,N*256)
560 READ X:IF X=-1 THEN POKE 77,0:RETURN

570 FOR A=0 TO 7:READ Y:POKE N*256+X*8+A
,Y:NEXT A:GOTO 560
580 DATA 58,254,254,146,146,146,254,254,
254
590 DATA 34,0,0,0,64,92,126,92,64
600 DATA 57,63,148,212,254,255,126,132,1
32
610 DATA 56,16,74,16,170,85,16,74,16
620 DATA 55,0,0,0,16,56,124,254,254
630 DATA -1
640 POSITION 0,0:? #6;"}":PX=(PEEK(88)+P
EEK(89)*256)+40:POKE 756,N:CV=PX
650 CL=(9*16)+4:FOR X=708 TO 712:POKE X,
CL:NEXT X:POKE 1545,CL
660 SOUND 0,121,10,10:FOR X=0 TO 50:NEXT
 X
670 PLANE=249:BOMB=34:CB=122:DB=119:SP=0
:EXPLOSION=248
680 FOR Y=18 TO 11 STEP -1:L=ABS((Y-21))
*10:SOUND 0,L+10,10,6:FOR XY=3 TO 19 STE
P 6:FOR X=1 TO 3
690 POKE PX+(Y*20)+X+XY,CB:NEXT X:POKE P
X+(Y*20)+(X-5)+XY,CB
700 NEXT XY:NEXT Y:SOUND 0,121,10,10
710 Y=10:FOR XY=3 TO 19 STEP 6:FOR X=1 T
O 3:POKE PX+(Y*20)+X+XY,DB:NEXT X:POKE P
X+(Y*20)+(X-5)+XY,DB:NEXT XY
720 POKE 708,(2*16)+14:POKE 709,12:POKE
711,(14*16)+12:POKE 1545,(11*16)+8
730 FOR X=0 TO 25:NEXT X:SOUND 0,0,0,0
740 POSITION 7,1:? #6;" HIGH:00000 ":POS
ITION 17-LEN(NM$),1:? #6;HS*10
750 POSITION 4,0:? #6;"SCORE:":POSITION
17,0:? #6;"JUMPS:":RETURN
760 FOR B=1 TO 25:SOUND 0,B,10,10:FOR T=
0 TO 10:NEXT T:SOUND 0,0,0,0:FOR T=0 TO
10:NEXT T:NEXT B:SOUND 0,0,0,0:RETURN
770 GRAPHICS 0:SETCOLOR 2,14,0:POSITION
2,11
780 ? "Do you want instructions? Type Y
or N";:OPEN #1,4,0,"K:":GET #1,K:CLOSE #
1
```



```
790 IF K=ASC("N") THEN RETURN
800 IF K=ASC("Y") THEN 820
810 GOTO 770
820 ? "}    Your aircraft is rapidly desc
endingover a city. The  only  way to lan
d is";
830 ? "to bomb away all  the  buildings.
  Youdrop a  bomb  by pressing the joyst
ick";
840 ? "button (plugged into the first so
cket)Only one bomb can be in the air at
anyone time."
850 ? :? "     You  are  given  3  'jumps'
  at thestart of each game. Each jump  e
nables";
860 ? "the plane to move one line upward
s. Tomake the plane jump, push the joyst
ick";
870 ? "in  any  direction. It is best to
 savethese jumps until as late as  possi
ble";
880 ? "in the game. Use a jump if it loo
ks asthough you are going to crash."
890 ? :? "     If  you  manage  to  land,
 you arepresented  with  a  new  city  a
nd the";
900 ? "plane speeds up. If you manage to
 landfour  times  (most unlikely)  you w
ill";
910 ? "have beaten  the  game and an  'e
nd ofgame' screen will be shown."
920 ? PRESS ANY KEY";:OPEN #1,4,0,"K:":G
ET #1,K:CLOSE #1
930 ? "}    When ever the message 'PRESS
START'appears on  the  screen, you may p
ress";
940 ? "the 'START' key or the joystick b
uttonYou may  press  the 'START' key at
any";
950 ? "time during the game."
960 ? :? PRESS ANY KEY TO "
970 ?  START THE GAME ";
980 OPEN #1,4,0,"K:":GET #1,K:CLOSE #1:R
ETURN
```

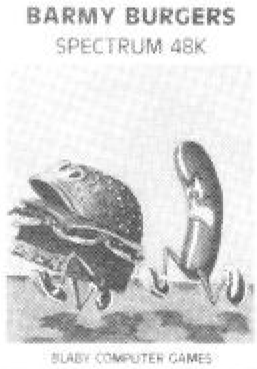
```
COMMENTS ON LISTING
In line 390  'press start' should be typed in inverse video
In lines 640,820,930  the curly bracket is a clear screen command
In line 920  type [2 ESC TAB][INV SPACE] before PRESS
In line 960  type [2 ESC TAB][INV SPACE] before PRESS,[INV SPACE] after TO
In line 970  type [2 ESC TAB][INV SPACE] before START
```

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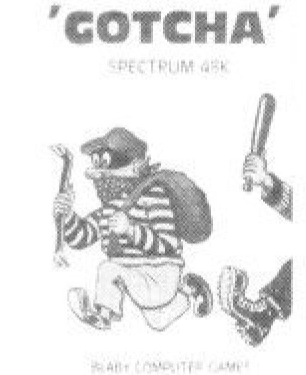
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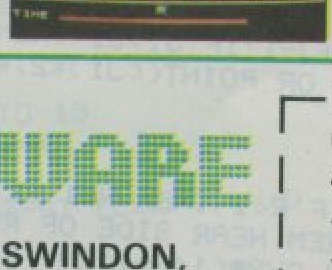
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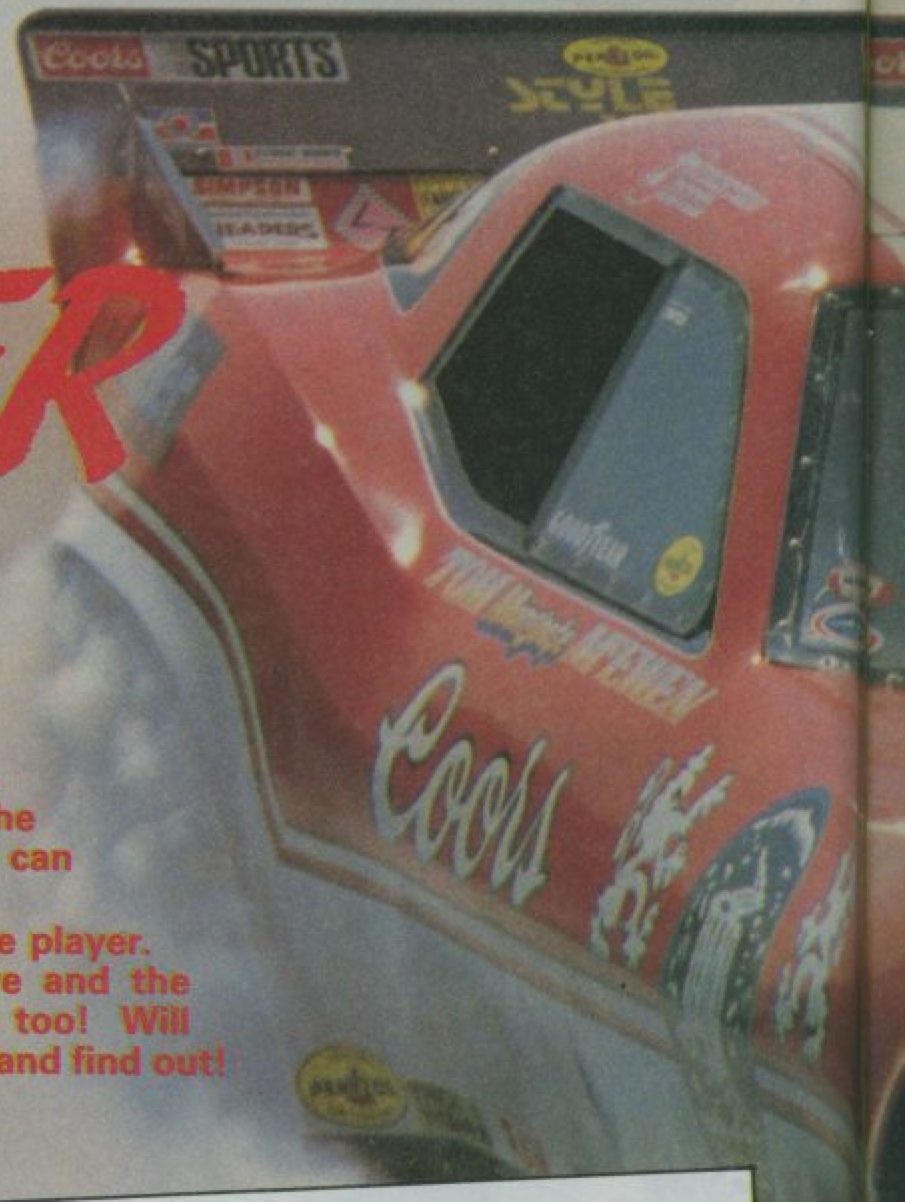
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This game has a couple of options for the player. You choose the number of lives you have and the speed. All that and a hi-score feature too! Will you score the fastest lap — step on the gas and find out!

```
0 REM ROAD RUNNER BY PHILIP OLIVER                              BY PHILIP OLIVER"
1 CLS:PRINT"+*+*+*+*+* ROAD RUNNER +*+*+*+*+
2 REM FOR THE DRAGON 32
3 REM TYPE THEN FOLLOWING FOR GREATER SPEED:-POKE"65495,0"
4 REM MAIN PROGRAM LOOP 7-9
5 GOSUB 13:REM SETTING VARIBLES
6 GOSUB 39:REM "V" SHAPE TO STOP CARS ESCAPING
7 FOR M=1TO9999999999:GOSUB 23
8 GOSUB 19
9 NEXT M
10 GOSUB 33
11 GOSUB 31
12 GOTO5
13 SC=0:BE=1:D1=12:D=18:R=6:A$=CHR$(143+32):REM SC=SCORE:BE=BEAT HI. SCORE:J1=PO
SITION OF NEAR SIDE ROAD:D=DANGER! WIDTH OF ROAD:R=STARTING POSITION FOR ROAD:A$
=SIDES OF ROAD
14 INPUT"HOW MANY LIVES WOULD YOU LIKE (1-9)";LE
15 IF LE>9 OR LE<1 OR LE<>INT(LE) THEN 14
16 FOR Z=0TO LE:XS=C(Z):NEXT Z:REM SET HI. SCORE
17 S=LE:PLAY"T42;ABCDBCDECDEFDEFG"
18 RETURN
19 J=JOYSTK(0)/32:J1=J1+J-1:IF J1>31 THEN J1=31 ELSE IF J1<0 THEN J1=0
20 IF POINT((J1)*2,4)=8 OR POINT((J1)*2,4)=3 THEN SOUND 200,2:S=S-1:IF S=0 THEN
10 ELSE 6
21 POKE1088+J1,47+S
22 RETURN
23 RN=RND(3)-2:R=R+RN:IF R<1 THEN R=1 ELSE IF R>D1 THEN R=D1
24 PRINT@R+480,A$;A$;:REM NEAR SIDE OF ROAD
25 PRINT@(RND(D))+480+R,CHR$(143+112);:REM PRINTS RANDOM CARS AT BASE OF SCREEN
26 PRINT@R+D+479,A$;A$:REM FAR SIDE OF ROAD
27 SC=SC+10:IF INT(SC/1000)=SC/1000 THEN D=D-1:IF (INT(SC/10000))=SC/10000 THEN
PLAY"T42;ABCBCDCDEDEFEFG":S=S+1:REM FREE LIFE AT 1000
28 PRINT@0,SC
29 IF SC>XS THEN IF BE =1 THEN PLAY"T42;ABCDEFGFEDCBA":BE=0:REM FOR BEATING HI.
SCORE
```

PHOTOGRAPH: ERIC SAWYER




```
30 RETURN
31 PRINT:PRINT:INPUT"WOULD YOU LIKE ANOTHER GAME";G$
32 IF G$="N" OR G$="NO" OR G$="NO THANKS" THEN END ELSE RETURN
33 PRINT"TOUGH LUCK! YOU'RE DEAD"
34 PRINT"+*+*+*+* HIGH SCORE *+*+*+*+*+*"
35 FOR Z=1TO9
36 IF LE=Z THEN IF SC>C(Z) THEN C(Z)=SC::REM UP DATING HI. SCORE
37 PRINT"LEVEL";Z;"= ";C(Z):NEXTZ
38 RETURN
39 IF D<8 THEN D=8
40 CLS:J1=D1+0.5*D:FOR ST=1TO 15
41 IF ST<=R THEN V=ST ELSE V=R
42 PRINT@V+480,A$;A$;
43 IF -ST+30 >V+D THEN V1=30-ST ELSE V1=V+D
44 PRINT@V1+478,A$;A$
45 IF ST>45 THEN GOSUB 19
46 NEXT ST
47 RETURN
48 'RENUM
49 '200B$=INKEY$:IFB$=CHR$(9) THEN J1=J1+1:IF J1>31 THEN J1=31
50 '202IF B$=CHR$(8) THEN J1=J1-1:IF J1<0 THEN J1=0
```

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GO TO JAIL *"Excellent graphics are used to make a very impressive display indeed... highly recommended." (ZX Comp)* The best computer version of the famous game we've ever seen. From 2 to 5 players (including the Spectrum at last!) Every original feature is faithfully reproduced and the screen display is miraculous. No joysticks. (Automata) 48K SPECTRUM: £6.00

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THE HOBBIT *"Superior to any other game available (Yr Comp) "Takes first place... for quality and value for money." (S. User)* The adventure that made 1983 famous is now alsoavailable for the 32K BBC. Free 285-page illustrated book with clues to this unique real-time adventure: 80 locations: massive vocabulary: 16-page manual: it took 4 people 18 months to write! No joysticks. (Melbourne) 32K BBC/48K SPECTRUM: £14.95

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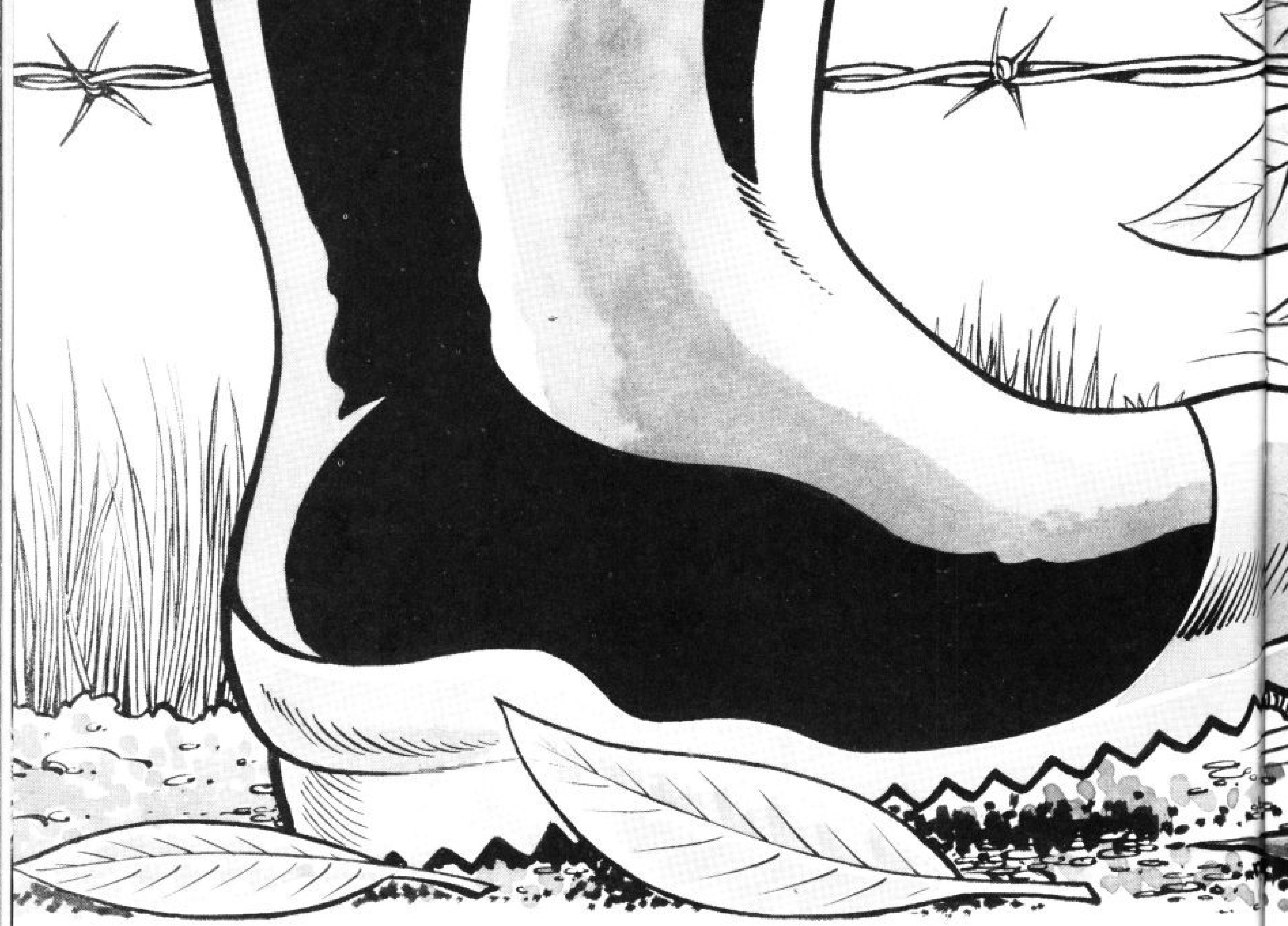


Illustration: Terry Rogers

```
100*TV254
101*FX9,3
102*FX10,3
103*FX11,0
105MODE2:PROCDEFINE:DIMLEG 0,DIR 0,PEDEX% 40,PEDEY% 40:PROCASSEMBLE:MODE7:PROC
INSTR:MODE2
110DIMhi%(10),hi$(10):exP$=CHR$232:exP2$=CHR$233+CHR$8+CHR$10+CHR$234:bl$=" "+
CHR$8+CHR$10+" "
130ENVELOPE2,133,0,0,0,2,1,11,63,0,-10,-5,126,16
140ENVELOPE1,2,10,0,0,10,1,1,126,0,0,-126,126,126
150ENVELOPE3,129,1,-1,1,5,10,5,127,0,0,-127,127,127
160FORI%=1TO10:hi%(I%)=10000:hi$(I%)="BBC":NEXT
200COLOUR7:COLOUR128:CLS:COLOUR132:PRINT"SCORE 000000 LIVES 3";:COLOUR128
210sc%=0:life%=3:?LEG=5:LE%=2:COLOUR6:PRB%=0:tsc%=0:Z=RND(-LE%*100)
4000DF%=0:bx%=9:bf%=0:ff%=0:sef%=0:tbf%=0:?DIR=1:IF?LEG>14?LEG=14
4005PROCPEDESTART
4010PRINTTAB(9,29)CHR$227;:TIME=0:REPEAT UNTILTIME=300
5020COLOUR1:PROCOBS(20,229):COLOUR2:PROCOBS(15,230):COLOUR6:PROCPEDE(?LEG)
5030VDU23;8202;0;0;0;
5040IFFNPEEK((PEDEX%?1)+FNDI(?DIR),PEDEY%?1)=133 DIR1=?DIR:?DIR=0:CALLMC:?DIR=F
NSWD(DIR1):GOTO5080
5045IFFNPEEK((PEDEX%?1)+FNDI(?DIR),PEDEY%?1)=134AND ?LEG<39 ?LEG=?LEG+1:CALLMC:
GOTO5080
5050IF(PEDEX%?1)+FNDI(?DIR)=20?DIR=0:CALLMC:?DIR=2:GOTO5080
5060IF(PEDEX%?1)+FNDI(?DIR)=-1?DIR=0:CALLMC:?DIR=1:GOTO5080
5070CALLMC
5080PROCKEY:IFff% PROCmismove
5081IF?LEG=0GOTO10000
5082IFPEDEY%?1=29 GOTO8600
5090IFbf% PROCbmove ELSEIFRND(10)<LE%PROCdroP
5094COLOUR6
5095IFDF% GOTO9000
5099GOTO5040
5100DEFFNDI(D):IFD=2=-1ELSE=D
5200DEFFNPEEK(X,Y):VDU31,X,Y:LOCALC
```



CRAWLER

Defend your garden from the creepy Crawler! This nasty insect has invaded your vegetable patch and has only one aim in life — to eat everything it sees! The Crawler moves down the screen at you — while you blast away at it with deadly slug pellets! If the Crawler hits a mushroom or reaches the side of the screen, it reverses direction and moves down a line. If it eats an apple its length increases by one segment.

Your aim is to stop it reaching the bottom of the screen. If it manages this twice you'll lose one of three lives. You'll also lose a life if the Crawler hits you with one of the deadly insect bombs it drops. Just another hazard to contend with! In order to finish off the Crawler completely you have to hit its head with one of your pellets. Hitting the body simply scores points. You can also score points by hitting the mushrooms and apples. But beware, the mushrooms split into three when hit, so you'll have to be careful not to give the Crawler an easy path to the bottom of the screen. You'll get bonus points if you hit the Crawler's head.

If you reach 1,000 points the Crawler starts to get a bit wiser. It can detect your position and drops bombs with alarming accuracy. If you pass 3,000 points the bombs might just start chasing you! You'll have to chase them down before they hit you. You get an extra life for every 20,000 points.

There is a top ten feature built into this game — but you'll have to get over 10,000 to get into it. Mark says his own top score is around the 50,000 mark — can you beat him?

```
5210A%=135:C=(USR(&FFF4) AND&FFFF)DIV&100
5220=C
5300DEFFNSWD(D):IFD=1=2ELSEIFD=2=1ELSE=D
6000DEFPROCOBS(NO%,CH%):REPEAT
6010PRINTTAB(RND(18),RND(28))CHR$(CH%):NO%=NO%-1:UNTILNO%=0:ENDPROC
6020DEFPROCPEDE(X%):PRINTTAB(5,1)CHR$224;STRING$(X%-2,CHR$225);CHR$226;:ENDPROC
6030DEFPROCDEFINE
6040VDU23,226,129,66,60,126,219,255,66,126,23,225,0,0,60,126,255,255,126,60,23,
224,12,30,63,255,255,63,30,12
6050VDU23,227,24,24,60,126,255,255,126,60,23,228,0,24,24,24,24,24,24,36,23,229,
28,126,255,90,24,24,24,56,23,230,8,106,255,255,255,126,60,0,23,231,60,24,24,60,6
0,60,60,24
6060VDU23,232,137,74,44,248,31,52,82,145,23,233,165,165,153,74,74,74,74,74,74,2
3,234,44,44,44,44,173,153,90,60
6100ENDPROC
6200DEFPROCASSEMBLE:OSWRCH=&FFEE
6210DIMMC 200:FORPASS%=0TO2STEP2
6215P%=MC
```

BY MARK HAW

RUNS ON A BBC B IN 32K



Get some real action out of your computer this Christmas with ACTIONMASTER, a new range of superior arcade games from Lothlorien – the people who brought you ROMAN EMPIRE, JOHNNY REB and other famous WARMASTER titles.

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BEDLAM. An asteroid explosion has catapulted you to the asylum planet BOVRYLL where you are under attack from waves of loathsome creatures – each more vicious than the last. Your only hope of survival is to kill each wave with a twin-firing photon bolt, but just when you think you're winning you encounter the sorcerous guards. Can you kill ten to win another life?

BEETLEMANIA. Trapped in a maze with four giant green beetles you are desperate to get out. You can find a way but the lock can only be opened with four giant beetle eggs. Naturally the beetles go berserk when their eggs are stolen. Higher levels offer more complex mazes and fast-moving spiders.

TWO-GUN TURTLE. In the middle of winter a turtle is defending his strawberry patch against a variety of marauding bugs... some go for strawberries, some go for you... some don't go for anything unless they're accidentally attacked. But remember this is winter and you never know when it might snow!

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(1861)

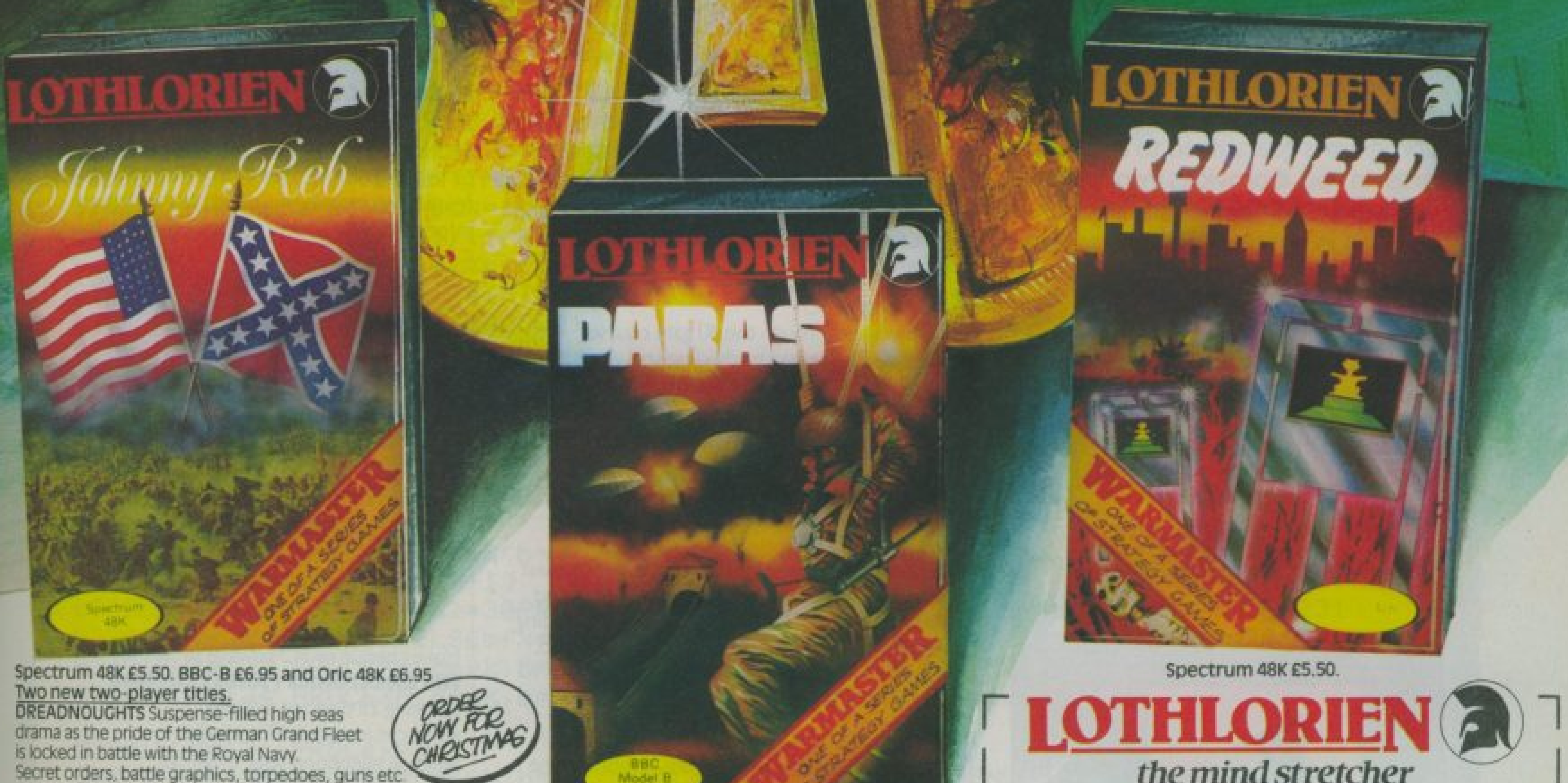
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Battlezone 2000	BBC-B

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```
6220[OPT PASS%
6230LDA#31:JSROSWRCH:LDX LEG:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#
32:JSROSWRCH
6240.LOOP DEX:LDA PEDEX%,X:INX:STA PEDEX%,X
6250DEX:LDA PEDEY%,X:INX:STA PEDEY%,X
6260DEX:CPX#1:BNE LOOP
6270LDA#31:JSROSWRCH:LDX#1:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#22
5:JSROSWRCH
6280LDA PEDEX%,X:TAX:LDY DIR:BEQ UP
6290CPY#1:BNELEFT:INX:JMPCHANGE
6300.LEFT DEX:JMPCHANGE
6310.UP LDX#1:LDA PEDEY%,X:TAX:INX:TXA:LDX#1:STA PEDEY%,X:JMPPR
6320.CHANGE TXA:LDX#1:STA PEDEX%,X
6330.PR LDA#31:JSROSWRCH:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#226:
JSROSWRCH
6340LDX LEG:LDA#31:JSROSWRCH:LDA PEDEX%,X:JSROSWRCH:LDA PEDEY%,X:JSROSWRCH:LDA#
224:JSROSWRCH
6350RTS:]:NEXTPASS%:ENDPROC
6360DEFPROCPEDESTART:FORPE%=1TO?LEG
6370PEDEX%?PE%=(?LEG-PE%)+5:PEDEY%?PE%=1
6380NEXT:ENDPROC
7000DEFPROCKEY:TX%=bx%
7010IFINKEY(-98) ANDbx%>0 bx%=bx%-1:GOTO7050
7020IFINKEY(-67) ANDbx%<19 bx%=bx%+1:GOTO7050
7030IFINKEY(-99) ANDff%=0 PROCfire
7040ENDPROC
7050COLOUR3:PRINTTAB(TX%,29);" ";TAB(bx%,29)CHR$227
7060GOTO7030
7070DEFPROCfire:ff%=1:mx%=bx%:my%=28
7080PROCmismove:ENDPROC
7100DEFPROCmismove:LOCALTY%
7110SOUND1,1,100,2:L%=FNPEEK(mx%,my%-1)
7120PRINTTAB(mx%,my%);" ":my%=my%-1:IFmy%<2 ff%=0:ENDPROC ELSECOLOUR3:PRINTTAB(
mx%,my%);CHR$228;
7130IFL%=32 ENDPROC ELSEff%=0
7140IFL%=133PROCEXP(mx%,my%):PROCexp1(mx%,my%):PROCscore(50):ENDPROC
7150IFL%=134 PROCEXP(mx%,my%):PROCscore(100):ENDPROC
7160IFL%=135 PROCEXP(mx%,my%):PROCscore(25):bf%=0:ENDPROC
7170IFL%=129 PROCscore(150):SOUND0,2,5,5:ff%=0:COLOUR6:PRINTTAB(mx%,my%)CHR$225
:ENDPROC
7180IFL%=128 PROCEXP(mx%,my%):?LEG=?LEG-1:PROCscore(200):ENDPROC
7190?LEG=0:PROCscore(300):PROCEXP(mx%,my%):ENDPROC
8000DEFPROCEXP(a%,b%):SOUND0,2,6,10
8010COLOUR10:PRINTTAB(a%,b%);exp$;:*FX15,1
8020Q$=INKEY$(10):PRINTTAB(a%,b%);" ";:ENDPROC
8100DEFPROCscore(N%):sc%=sc%+N%:IFsc%DIV20000>tsc% life%=life%+1:COLOUR7:COLOUR
132:VDU7:PRINTTAB(19,0);life%;:tsc%=tsc%+1
8105IFN%=25 AND sef% sc%=sc%+N%
8110COLOUR7:COLOUR132:PRINTTAB(12-LEN(STR$sc%),0);sc%;:COLOUR128:ENDPROC
8200DEFPROCexp1(a%,b%):COLOUR1
8205ONERRORGOTO8240
8210IFFNPEEK(a%,b%-2)<>32 GOTO8220 ELSEPRINTTAB(a%,b%-2)CHR$229
8220IFFNPEEK(a%-2,b%)<>32 GOTO8230 ELSEPRINTTAB(a%-2,b%)CHR$229
8230IFFNPEEK(a%+2,b%)<>32 GOTO8240 ELSEPRINTTAB(a%+2,b%)CHR$229
8240ONERROROFF:ENDPROC
8300DEFPROCbmove:IFtbf% ANDbmy%>=29 GOTO8320 ELSESOUND2,3,(30-bmy%)*7,2
8310PRINTTAB(bmx%,bmy%)" "
8311IFsef% bmx%=bmx%+(bx%<bmx%)-(bx%>bmx%)
8312L%=FNPEEK(bmx%,bmy%+1)
8320bmy%=bmy%+1:IFbmy%>=30PROCexp2:ENDPROC ELSE PRINTTAB(bmx%,bmy%)CHR$231
8330IFL%=32 ENDPROC ELSEbf%=0
8340IFL%=133 PROCEXP(bmx%,bmy%):PROCexp1(bmx%,bmy%):ENDPROC
8350IFL%=134 PROCEXP(bmx%,bmy%):COLOUR2:PRINTTAB(RND(18),RND(28))CHR$230:ENDPRO
C
8360IFL%=131 PROCexp2
8365IFL%=132 PROCEXP(bmx%,bmy%):PROCscore(25):ff%=0:ENDPROC
8370ENDPROC
8400DEFPROCexp2:IFtbf% GOTO8450
8410SOUND0,2,6,5:COLOUR10:PRINTTAB(bmx%,29)exp2$;:IFbmx%=bx%GOTO8440
8420bf%=0:*FX15,1
8430Q$=INKEY$(10):PRINTTAB(bmx%,29)bl$;:ENDPROC
8440DF%=1:SOUND0,2,5,5:ENDPROC
8450IFtbf%=25 PRINTTAB(bmx%,29)" "TAB(bmx%,30)CHR$231;
8455SOUND0,3,1,1
```

```
8460tbf%=tbf%-1:IFtbf% ANDbx%<>bmx% ENDPROC ELSEGOTO8410
8500DEFPROCdrop:LOCALr%:IFLE%>5 GOTO8530
8510r%=RND(?LEG):bmx%=PEDEX%?r%:bmy%=(PEDEY%?r%)+1
8515IFsc%>30000 AND RND(10)<sc%DIV10000 sef%=1 ELSEsef%=0
8516IFsc%>30000 AND RND(10)<5 tbf%=25 ELSEtbf%=0
8520bf%=1:PROCbmove:ENDPROC
8530IFABS(PEDEX%?1-bx%)<?LEG bmx%=PEDEX%?(ABS(PEDEX%?1-bx%)+1):bmy%=(PEDEY%?(AB
S(PEDEX%?1-bx%)+1))+1:GOTO8515 ELSEGOTO8510
8600PRB%=PRB%+1:IF?LEG>=10GOTO8660
8605BN%=10-?LEG+2:IFBN%>50 BN%=50
8610BN$=STRING$(BN%,CHR$225+" "):FORQ=29TO1STEP-1:SOUND2,3,Q*7,3:NEXT
8620PROCclear:PRINTTAB(0,29)SPC(39);:VDU31,4,13
8630COLOUR2:PRINT" BONUS X 50"
8640PRINTTAB(10-(LENBN$/2))BN$
8650sc%=sc%+BN%*50:TIME=0:REPEAT UNTILTIME=300
8660IFPRB%=2GOTO9000
8665IFLE%<10LE%=LE%+1
8666?LEG=LE%+3
8670PROCclear:PRINTTAB(0,29)SPC39;:GOTO4000
9000REMlife lost
9010life%=life%-1:COLOUR7:COLOUR132:PRINTTAB(19,0);life%;:COLOUR128
9020IFlife%>0PROCclear:PRINTTAB(0,29)SPC39;:PRB%=0:GOTO4000
9030COLOUR11:PRINTTAB(5,8);"GAME  OVER":*FX15,1
9040TIME=0:REPEATUNTIL TIME=300:PROCclear
9050COLOUR132:PRINT:COLOUR128
9060IFsc%>hi%(10) PROChiscore
9070VDU31,2,6:COLOUR3
9080FORQ=1TO10:PRINTSTRING$(10,"."):TAB(2,Q*2+4)hi$(Q);TAB(12,Q*2+4);hi%(Q);:PR
INT''TAB(2);:NEXT
9090COLOUR132:COLOUR7:PRINTTAB(0,29);"ANY KEY FOR NEW GAME";:*FX15,1
9100REPEAT UNTILINKEY$(0)<>"":*FX15,1
9105PRINTTAB(0,29)SPC39;
9110GOTO200
10000FORQ=1TO29:SOUND2,3,Q*7,1:NEXT
10010PROCclear:PRINTTAB(0,29)SPC(39);:VDU31,4,13
10020COLOUR3
10030PRINT"BONUS X 100"
10040BN%=sc%DIV1000+1:IFBN%>20 BN%=20
10045BN$=STRING$(BN%,CHR$226+" ")
10050IFLENBN$<20 PRINTTAB(10-(LENBN$)/2)BN$ ELSEPRINTBN$
10060sc%=sc%+BN%*100:TIME=0:REPEAT UNTILTIME=300
10070IFLE%<10LE%=LE%+1
10080?LEG=LE%+3:PROCclear:GOTO4000
11000DEFPROChiscore:LOCALi%:i%=10:hi%(0)=sc%+1:PRINTTAB(0,29)SPC39;
11010REPEAT i%=i%-1:hi%(i%+1)=hi%(i%):hi$(i%+1)=hi$(i%)
11020UNTILsc%<hi%(i%-1)
11030VDU31,5,10:COLOUR5:PRINT"HIGH SCORE!"''TAB(2)"ENTER YOUR NAME"''TAB(2)"(Max
 6 letters)"'
11035*FX15,1
11040INPUT"          "hi$(i%):IFLEN(hi$(i%))>6 PRINTTAB(0,16)SPC20;TAB(0,16);:GOTO1
1040
11050hi%(i%)=sc%:PROCclear:ENDPROC
11060DEFPROCclear:FORQ=1TO28:VDU31,0,Q:PRINTSPC(20):NEXT:ENDPROC
11100DEFPROCINSTR
11110VDU31,12,2,141,130:PRINT" C R A W L E R";:VDU31,12,3,141,130:PRINT" C R A W
 L E R"
11120VDU31,5,6,134,136:PRINT"HEAD";CHR$137;"300 Points PLUS";CHR$136;"BONUS"
11130VDU31,5,8,134,136:PRINT"TAIL";CHR$137;"200 Points"
11140VDU31,5,10,134,136:PRINT"MIDDLE";CHR$137;"150 Points"
11150VDU31,5,12,130,136:PRINT"APPLE";CHR$137;"100 Points"
11160VDU31,5,14,129,136:PRINT"MUSHROOM";CHR$137;"50 Points"
11170VDU31,5,16,133,136:PRINT"BOMB";CHR$137;"25 Points"
11180VDU31,13,20,135,157,132:PRINT"KEY FOR MORE";CHR$156
11190*FX15,1
11200REPEATUNTILINKEY$(5)<>""
11210VDU12,31,12,2,141,130:PRINT" C R A W L E R";:VDU31,12,3,141,130:PRINT" C R
A W L E R"
11220VDU31,11,6,131,136:PRINT"'Z'";CHR$137;"to 9o";CHR$136;"LEFT"
11230VDU31,11,10,131,136:PRINT"'X'";CHR$137;"to 9o";CHR$136;"RIGHT"
11240VDU31,11,14,131,136:PRINT"'SPACE'";CHR$137;"to";CHR$136;"FIRE"
11250VDU31,13,20,135,157,132:PRINT"KEY TO START";CHR$156
11260*FX15,1
11270REPEATUNTILINKEY$(5)<>""
11280VDU7:ENDPROC
```



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